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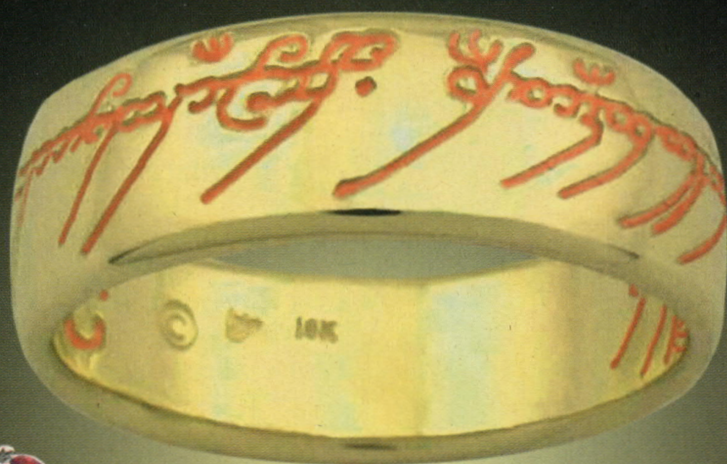
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SCRYE S PRESENTS

Your guide to gaming in Middle-earth

I was introduced to J.R.R. Tolkien's Middle-earth by my 6th grade English teacher, who read the first chapter or two of *The Hobbit* out loud to the whole class. I was already reading fantasy on my own — most notably C.S. Lewis' Narnia books and Lloyd Alexander's Chronicles of Prydain — so I was hooked. As soon as I could get my hands on a copy, I devoured the rest of the tale, then went in search of more. I wasn't quite ready yet for *The Lord of the Rings*; it took me two attempts before I got through *Fellowship of the Ring*. But these and other great books (and a big thank you to the city of Madison, Wis., for establishing an excellent public library system) gave me a solid grounding in the conventions of fantasy adventure before I ever heard of role-playing games. I picked up on that hobby in high school, and I've continued playing fantasy games on a regular basis ever since. Being active in the gaming hobby meant I heard about *Magic: The Gathering* shortly after the game was introduced, so now I never have to worry about what to do if I have free time or money — a quick trip to my friendly local gaming store is all I need!

The announcement of a live-action *Lord of the Rings* movie was cause for excitement and apprehension among fans of the books: excitement at the thought that the 20th century's most influential work of fantasy might actually come to life on the big screen — and caution because of all the times we've been disappointed by film adaptations. As the release date grew closer and more information about the film was released, the excitement started overshadowing the apprehension. And a new round of games based on *The Lord of the Rings* started to appear, as well.

The first *Lord of the Rings* movie — in addition to delighting legions of Tolkien fans — introduced a whole new audience to Tolkien's work. One member of that new audience was sitting several rows behind me the first time I saw the film. As the credits started to roll, I heard that person ask, softly but with intensity, "What? What's this? Is there an intermission?" That person's companions quickly explained just how long an "intermission" there was going to be before the next part of the story. Just about everyone I know heard a similar reaction in the movie theaters the first time they saw the film, too.

Now, that long intermission is almost over. While we wait ...

... let's play a game!

Joyce Greenholdt

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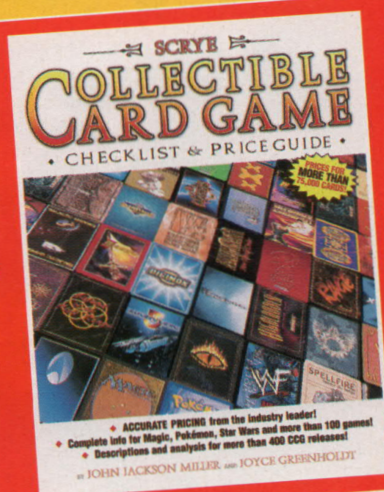
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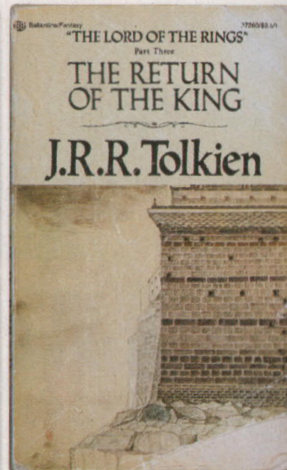
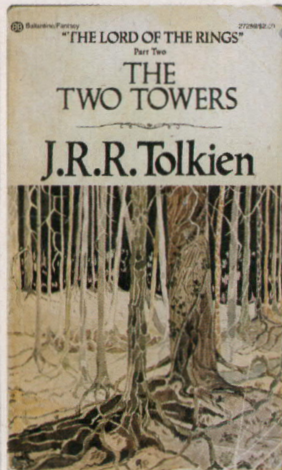
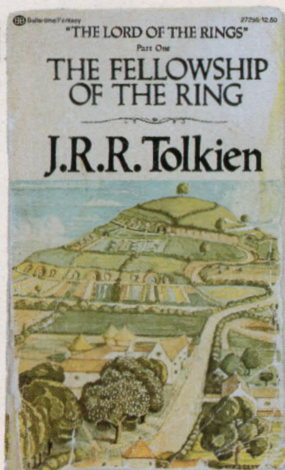
by Joyce Greenholdt

The creators and players of all types of fantasy games, from collectible card games to role-playing to miniatures, owe a tremendous debt to writers of fantastic fiction. From the sword-and-sorcery adventures penned by the likes of Robert E. Howard to today's best-selling Harry Potter series by J.K. Rowling, these writers, and the worlds they've created, have inspired fans to re-create the settings in game form and to build their own fantasy worlds to play in. But no writer has had such a profound effect on fantasy — and by extension, our hobby — as J.R.R. Tolkien.

Tolkien began creating the world of Middle-earth after serving in World War I, and continued to expand his creation for the rest of his life. A scholar in early forms of the English language, Tolkien's linguistic knowledge played a key part in his world-building, which included inventing languages for the denizens of his world, as though the stories that were eventually published had been translated from some older original work.

His first published fiction was *The Hobbit*, or *There and Back Again*. It was set in Middle-earth before the events chronicled in *The Lord of the Rings* trilogy, which was published in 1954 and 1955. Most of the rest of his Middle-earth tales weren't published until after his death in 1973. It wasn't until the mid-to-late '60s that Tolkien's works became hugely popular, particularly in America. The novels became part of American popular culture, and especially struck a chord with the already existing fans of science-fiction and fantasy.

At that time, gaming as a hobby consisted mainly of historical miniatures enthusiasts




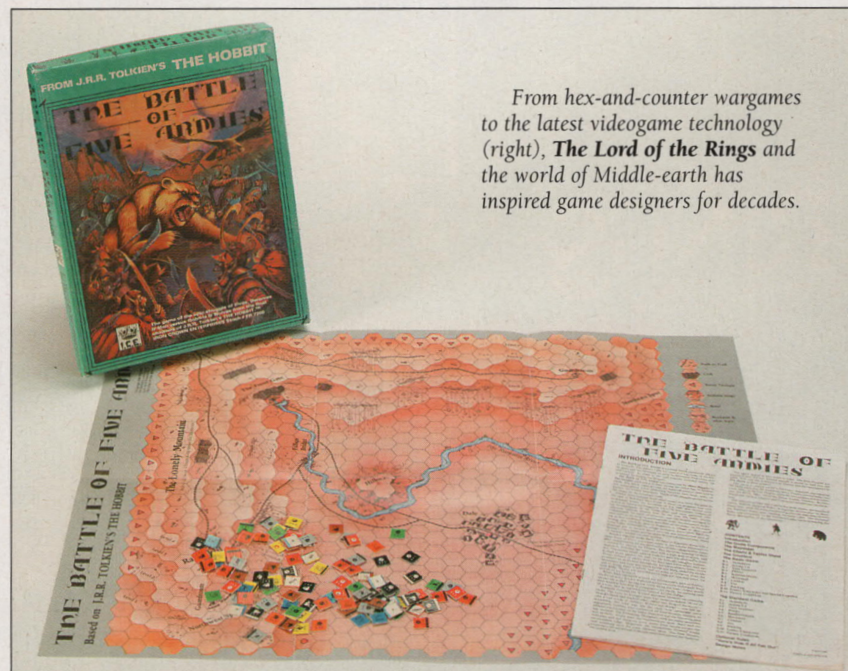
These battered paperbacks printed in 1977 and '78 are from the 62nd, 59th, and 60th printings, respectively of the first U.S. paperback editions (released in 1965). The cover paintings are by J.R.R. Tolkien himself: *The Hills*; *Hobbiton-across-the-Water* for *Fellowship of the Ring*; *Fangorn* for *The Two Towers*; and *Barad-Dûr* for *The Return of the King*.

and wargamers. Some began to experiment with adding fantasy elements to medieval-period games, leading directly to the creation of *Dungeons & Dragons* in the early '70s and role-playing games as a whole new kind of game. SPI released an enormous *War of the Ring* boxed game in 1977 — essentially a wargame played on a hex map with die-cut cardboard counters. The map was of Middle-earth, and the units were the Orcs and Elves and other players from the books. You can still find copies of the game on eBay, but expect to shell out a hundred bucks or more if you want a copy.

In addition, more people who were introduced to fantasy fiction by Tolkien's books

also went on to try other fantasy fiction, and many tried out the new fantasy games, as well. As gaming developed as a hobby, more and more fantasy worlds were created for all kinds of games. Virtually all of these worlds owe at least something to Tolkien's creation and his methods of building an imaginary world and giving it substance and internal consistency.

Less than 10 years ago, another new kind of game was introduced in our hobby — the collectible card game. *Magic: The Gathering* is set in the fantasy world of Dominaria, a world populated by humans, dwarves, elves, orcs, and other creatures even Tolkien never envisioned. But it's still part of his legacy. 



From hex-and-counter wargames to the latest videogame technology (right), *The Lord of the Rings* and the world of Middle-earth has inspired game designers for decades.



GO ONLINE WITH LORD OF THE RINGS TCG

by **Tom Lischke**
Decipher Senior Game Designer

Hankering for some late-night **Cave Troll of Moria** action? Can't find anyone to **Hate** at 8 on a Tuesday morning? **Frozen by Fear** at the prospect of driving two hours for a DGMA-sanctioned tournament? Is the number too few for a good multi-player game? Help is on the way, for a new way to play draws near!

Decipher and Worlds Apart Productions have teamed up to bring the magic of *The Lord of the Rings Trading Card Game* to your computer. Scheduled for release in the first quarter of next year, *The Lord of the Rings Online Trading Card Game* will expand your LotR TCG universe, offering opponents from all over the world, any time of day or night.

The online game will consist of a single piece of software that includes an on- or off-line deck builder, a variety of means to facilitate secure trading, and special collector and collection-management features for both your physical and digital cards. Best of all, the game will be playable on computers supporting both Windows and Macintosh operating systems.

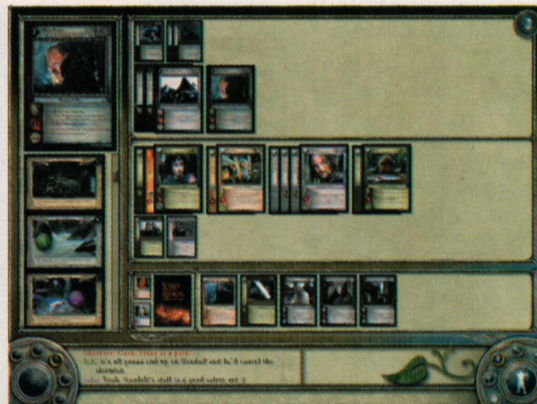
"One of our goals is a high degree of user customizability," said Scott Martins, lead designer for Worlds Apart. "We're looking for as many ways as we can to give the player a choice for the initial launch, from playmat and card presentation to customizable culture-themed skins for the interface."

Plans include support for a variety of play formats, including unlimited-number multiplayer games, sealed-deck and booster-draft play, as well as special-event formats such as Highlander and Culture Shock. In addition to tutorials and strong support for new and casual players, you can look forward to high-end tournament action with automated, around-the-clock tournament support that integrates with your real-world DGMA rankings.

The online game will feature full enforcement of the LotR TCG rules. Rules enforcement and management of gameflow serves a couple of purposes. It provides a great learning tool for new and intermediate players — the infrastructure for rules enforcement allows the software to provide visual cues as to what cards can be played or activated during a phase, as well as highlighting valid targets for those cards.

Martins added, "The automated moderation provided by the rules engine not only helps with being able to support online tournament play more efficiently, but also helps to decrease the impact that a grief player may have on your or my gaming experience."

The online version of the game will not only allow you to play the game against opponents around the world, but will provide a ton



Preliminary screenshot — may not be identical to final product

of new features supporting the LotR TCG community in general — including real-time celebrity and designer chats, special league play formats, online guild and clan support, team rankings, strategy articles, polls, and deck-building and deck-sharing utilities. You name it, there's a good chance you'll find it!

If you'd like to be a part of the development process, point your browser to <http://lotrtcg.decipher.com>, the official development site for *The Lord of the Rings Online Trading Card Game*. Here you'll be able to sign up for the open beta testing, and stay updated on the latest development news.

LOTR COMES TO GAME BOY ADVANCE

by **Jason Winter**

"So there's this plain gold ring, and these short guys with hairy feet, and a dude with pointy ears who lives in the woods, and this bad guy who's really nasty, but you never see him, and — hey, wait, where are you going?"

Normally, trying to sell a videogame with that kind of pitch would get you nowhere. Fortunately, there's no shortage of Game Boy Advance owners who'd love to get their hands on one specific product with that lead-in.

Black Label Games/Vivendi Interactive's *Lord of the Rings: The Fellowship of the Ring* release for the GBA follows a different path from the more combat-oriented videogames hitting the market: It's a straight role-playing game, more like *Final Fantasy* than *Diablo*.

You start, as expected, with Bilbo's birthday party in the Shire, and the dialogue of the event is faithful to the book ("ProudFEET!"). After the usual Ring-related shenanigans with Bilbo, you take control of Frodo as he begins his quest, accumulating his Hobbit brethren in the Shire and the complete fellowship later on, progressing through familiar locations all the way through to the end of the game.



As mentioned, play is like a typical RPG. You take in the sights of Middle-earth, battling nasties, solving puzzles, and enjoying the familiar storyline. Combat is turn-based, with commands for attacking, using items, special actions, and running away. The backgrounds are gorgeous and make full use of the GBA's capabilities. Having access to the entire fellowship (though not initially — and Hobbits make

lousy fighters) is a plus, as is the game's faithful dedication to episodes from the book that did not appear in the movie (such as the encounter with Tom Bombadil).

The game is not without flaws, though. Apart from the dreaded "Moria glitch" (the game tends to crash when you reach the entrance to Moria), there are other, less catastrophic faults. The music, while pleasant, fades in and out for no discernable reason; combat is slow, as monsters walk (and I do mean walk) up to your characters to attack them; and even with a knowledge of the books, figuring out what to do next can be a chore (trying to find the willow withies will drive you crazy). An errata sheet accompanies the rulebook, with the most disturbing entry being the warning about page 21 (which lists Gandalf's spells): "These spells do not appear in the game." Ouch.

If you're a *Lord of the Rings* fan who simply must own everything, you'll want to pick up this game. It's also a good substitute if you're not interested in the hack-and-slash nature of other LotR video-game releases. The rushed-out-the-door feel is discouraging, but if you have the patience, there's a decent game under it all.

MINIATURES GAME LETS YOU FIGHT YOUR OWN WAR OF THE RING

by Joyce Greenholdt

Games Workshop isn't the first company to produce miniature figures based on *The Lord of the Rings* (though you'll have to look hard to find the older figures from Prince August's Mithril Miniatures line). But GW's line offers more than just the plastic and metal models — you can re-create all the critical battles from the movies on a tabletop, and see whether your generalship of the forces of good or the minions of the Shadow can win the day.

There's already a basic *Fellowship of the Rings* game set plus a whole range of additional blister packs and boxes featuring the main characters, troops, and monsters from the first movie. This month, Games Workshop begins releasing *The Two Towers* range, starting with a new \$40 basic set containing an updated and expanded 160-page rulebook, a dozen Riders of Rohan, 20 Uruk-hai figures, a ruined building, and dice.

If you've already played the *Fellowship* version of the game, you'll find that *The Two Towers* contains additional rules for cavalry troops and siege battles. The list of forces available to each side has grown considerably, of course, with all the new characters introduced in the second part of Tolkien's epic joining the fray.

Some assembly required

If you haven't played this game before (and you're not familiar with the general run of miniatures games), the first thing you need to know is that, before you can set up any large-scale battles, you'll have to invest some time cutting the various plastic parts off of their sprues, assembling the bits, and gluing the figures to their bases. That's the minimum — those cool-looking paint jobs and battle-ground scenery require even more time and practice. The modeling part of miniatures gaming can be a hobby all of its own, and a very enjoyable one, at that.

It's a bit like playing CCGs — you're rewarded for spending additional time building and tweaking your deck, and studying lists of cards, but that's time you don't spend playing the game. In the case of miniatures, there is virtually no limit to the amount of time you can put into painting and customizing and building cool battlefields for your figures to fight on (check out the breathtaking construction of Helm's Deep in 30mm scale near the back of the rulebook).

You don't have to be able to paint like the GW staff to have fun with the game. Once you have the figures mounted on bases, it's time to start thinking strategy. The rules are simpler



Painted examples of some of the models included in the *Heroes of Helm's Deep* boxed set. The box contains eight metal figures and has a suggested retail price of \$40.

than in most of GW's other games, while more involved than WizKids' click-base games.

Each turn, both players move their figures. Then figures with ranged weapons may shoot, and finally, figures in base contact with enemy models fight. Both ranged and hand-to-hand combats are resolved with die rolls: the

first to hit, the second to see if your hits cause a wound. Most ordinary troops are taken off the table after one wound.

In the case of hand-to-hand fights, only the winning side of the fight gets a chance to inflict wounds, so in most cases, you're much better off attacking a single enemy model with two or three (or more) of your own, even if it means leaving other enemy models untouched that turn. Concentrating your efforts in this way gives you a better chance to win the fight, and even the mightiest hero can eventually be worn down by a swarm of squibbly little Moria Orcs. For that matter, if your good guys are taking on a cave troll, they're going to need all the help they can get!

Miniatures gaming isn't a hobby that suits everyone's tastes, but anyone who ever had their action figures "fight" each other over the landscape of the living room may want to give it a try.



WIN AS A TEAM IN THE LORD OF THE RINGS BOARDGAME

by Alfredo Lorente

The *Lord of the Rings* trilogy has inspired several games. Most concentrate on the action sequences and ignore the themes in Tolkien's books — until now. Fantasy Flight's *Lord of the Rings* boardgame, created by talented and prolific designer Reiner Knizia, touches on the themes of loyalty and self-sacrifice that are central to Tolkien's trilogy. Knizia boldly did something else almost unheard of — he eliminated competition from the game. Instead of competing against a friend, two to five players form their own fellowship that opposes the game system.

Each player represents a Hobbit. The game includes a master board and two double-sided adventure boards, representing Moria, Helm's Deep, Shelob's Lair, and Mordor. Each adventure board emphasizes different activities — travel, stealth, or fighting. As you advance through each adventure, you collect life tokens representing your resistance to the corrupting influence of The One Ring. As the game goes on and the Hobbits get closer to Mount Doom, the trip gets harder.

As the Hobbits lose their innocence, they (literally) move closer to Sauron. Sauron can also encroach on the fellowship, and whenever a Hobbit and Sauron share the same space, that



Hobbit is lost to the evil darkness and that player is eliminated. An eliminated player can still advise the rest of the fellowship, but has no more cards to contribute to the quest. Worse, if the Ring-bearer and Sauron ever meet, Sauron gains control of the ring and Middle-earth is doomed — everyone loses.

The game revolves around card management. Cards represent characters and items from the books, and every card is valuable. Sometimes, the only safe thing to do is allow one Hobbit to draw closer to Sauron, so the others can keep moving towards Mount Doom. The gameplay adds to the atmosphere — each card played is another step in the long journey, but what really transports you to Middle-earth are the beautiful illustrations by John Howe,

who has brought life to much of Tolkien's universe with his splendid artwork.

Fantasy Flight and Knizia have created two expansions for the game. *Friends & Foes* adds two new adventure boards (Bree and Isengard), 21 new cards, and a collection of friends and foes (of course) to help or hinder you. The second expansion, *Sauron*, allows you to compete against another player. Here, one player takes over the game system and actively opposes the fellowship in its trek through Middle-earth.

If you are looking for a game as deep as the books, your journey is over. *Lord of the Rings* takes you to Middle-earth and demands you work together and even sacrifice for the common good. That is a rare thing in a boardgame and a welcome treat.

CONFRONT SAURON AND HIS MINIONS

by Jason Winter

For gamers looking for a more traditional *Lord of the Rings* board game, Fantasy Flight also has *The Confrontation*, a two-player strategy game in which one player controls the forces of good and the other controls the forces of evil in a strategic battle over the landscape of Middle-earth.

The Confrontation, like its Fantasy Flight brethren, is also designed by Reiner Knizia and wonderfully illustrated by John Howe. Each player takes control of nine characters, ranging from Frodo, Gandalf, and the rest of the fellowship for the Good player, to Saruman, the Balrog, Shelob, and other baddies for the Dark player. Players set up on opposite sides of the board (with the Misty Mountains in the middle) and take turns moving one character forward. Characters appear on only one side of the upright pieces; only their owner knows which character is where.

When characters meet, they battle. Each player has a hand of nine cards, some with numbers up to six and others with special abilities. In a battle, each player selects one card and plays it face down. The cards are then flipped and the characters are revealed. Any special abilities (on the cards or on the battling characters) take effect, and, if the battle continues, any number on a player's card is added to

the strength of that player's character. The losing character (both, in case of a tie) is removed from play. Each card is used once, then discarded (though the cards are recycled after all nine are used).

To win, the Dark player must move three characters into the Shire (the space farthest from his starting position) or kill Frodo. The Good player wins by moving Frodo to Mordor.

Because characters are hidden from the opponent (reminiscent of the classic *Stratego*), you can never be quite sure if that's an Orc or the Witch-king bearing down on you. Combined with the strength cards, the game has a high strategy element, but it's still different every time you sit down to play. While some strategies are obvious, it's chancy to assume too much. Boromir, for instance, can kill any character (taking himself out in the process) — unless the Dark player plays a Retreat Sideways card or fights him with the Warg, which cancels an opponent's game text. The Dark player has a card that cancels the game text of an opponent's card, and the Light Player can cancel the strength number of a Dark Player's card. Other cards let you play already-played cards from the discard pile, and sometimes it's a good choice to use a

weak strength card and sacrifice a character to save your powerful card for later. Despite simple rules, the strategies and counterstrategies drive the game, and you can easily find yourself being too smart for your own good.

Lord of the Rings: The Confrontation is a solid two-player game that takes 20-30 minutes to play. It's not overly complex, but it's far from a beer-and-pretzels game. It's a great combination of skill and bluffing that's as entertaining as any Rings-based game out there.



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WARGS AND WORSE

A MINI-ADVENTURE FOR THE LORD OF THE RINGS RPG

by Matthew Colville

Introduction

“Wargs And Worse” is a mini adventure for *The Lord of the Rings Role-playing Game* by Decipher. It is designed for a group of four characters of between three and seven advancements. All a Narrator (referee) needs to use this adventure is a forested area and a small town that lies nearby. This adventure could easily be played in an hour or two, or expanded to take up a whole session's worth of play. The information in this adventure is for Narrators only; if you're a player, stop reading now!

Synopsis

This adventure takes place near the human village of Haver. What kind of men dwell there depends on where your chronicle is set. Haver is small enough to occur almost anywhere: near Dale, Eregion, Rhudaur, or anywhere men dwell that might reasonably have a small forest nearby.

The road the characters are following takes them through a small forest in which they must camp for the night. They are attacked by three wargs that evening. The next day, the group reaches the Haver and meets the local residents. The people are welcoming, but worried. In the past several weeks, many trading caravans have been attacked by wargs; some were turned back or killed, and the town's meager economy has suffered. If nothing is done to stop the wargs, the townsfolk will be forced to leave their happy homes and journey to a larger city.

Unbeknownst to the townsfolk, one of their own is responsible for the attacks. Harthol, the trapper and ranger, was bitten by a werewolf two months ago and succumbed to its horrible curse. Since then, Harthol has commanded the wargs and acted as their pack leader. His wargs attack anyone who enters the forest, and once the traders stop coming to Haver, he'll have his wargs begin attacking the townsfolk.

Being heroes, the characters should offer to help the townspeople. Harthol, knowing the heroes will want to investigate, offers to help them. He knows the woods and can help the heroes find the wargs' lair. He plans to lead the heroes to the wargs' lair as promised, then change form and attack the heroes in concert with the wargs. He will then return to the town and report the death of the noble heroes who laid down their lives in vain.

It's the heroes' job to stop Harthol. They'll get the opportunity to do so, of course, when he reveals himself. But that opportunity comes with a price — Harthol has the ability to infect the heroes and turn them into werewolves as well, leading to further adventure as the heroes search for a cure.

Rewards

Characters in the *LotR* RPG are rewarded for accomplishing the primary and secondary goals of the adventure. They also receive story-based awards for fulfilling the specific goals of a scene, as well as smaller rewards for succeeding at skill tests.

The primary goal of this adventure is to thwart Harthol, the werewolf. There are no sec-

ondary goals. If the players succeed in defeating the werewolf, the group receives 1,000 points to be divided evenly amongst the characters. If, in the second act, they guess that Harthol is not what he seems, they gain another 500 points to split amongst themselves. These rewards presume there will be a great deal of combat against the wargs. As a result, experience should not be rewarded for successful attack tests. But any non-physical skill tests (involving Wits, Bearing, or Intellect) the characters succeed at that help move the story forward or make things more dramatic should be rewarded as per the rules on page 277 of the *Lord of the Rings RPG Core Book*.

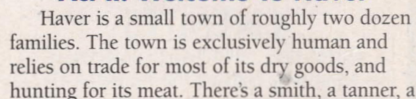
Act I: On the road to Haver

For this adventure to work, you need a reason for your players to be traveling through Middle-earth. Once you've set that up, the forest patrolled by the wargs can loom before the characters one afternoon. You may want to give the heroes a reason for journeying to Haver, perhaps something they have to deliver or acquire. Perhaps a journeyman encountered the wargs on the way to Haver and turned around. The heroes hear his tale in a tavern and set out to make things right. Perhaps one of the characters knows someone in Haver and they're journeying to meet him or her. Whichever method you use, it's important that the heroes' journey requires them to travel through the forest to the town — not simply enter the forest, kill the wargs, and leave.

Begin by reading the following to the players:

Attacked by the wargs. Most groups of

The wargs circle the heroes' camp just



17

stable master who tends the six horses owned by the townsfolk, a tavern that doubles as the trade-goods store, and several farms.

The town council is made up of the town's most prosperous and influential men. The smith, Brendamar, is the town's leading elder. After the townsfolk greet the heroes and invite them to eat and drink in the town's tavern, the tanner, Galoth, tells the players about the wargs.

Galoth, Brendamar, and the rest of the townsfolk are gruff, earthy folk: simple, plain-spoken, and hardworking. Each is heavily muscled from long hours of work and many are deeply tanned from working outside all day. The women are fair but hardy, and capable of doing any work that needs to be done to help the town prosper.

Galoth describes Haver's problem. Read the following to the players.

"Wargs! They plague our town. Oh, no direct attacks on the townspeople. They're too smart to try and attack us in our homes where we'd swarm them and rid the earth of their foul stench. No, they hide in the forests, waiting for an unsuspecting tradesman or travelers such as yourselves. Then they spring on them unaware and kill them, or drive them away. Either result spells doom for our town. We cannot survive

without trade. If the attacks continue, we'll be forced to uproot ourselves from our homes and journey to a larger, safer place. Leaving everything our people have worked to build these past several generations."

Galoth does not immediately ask the heroes if they will help. He's hoping they'll exhibit valor and compassion and offer to rid the forest of the wargs themselves. Before offering aid, the players may want to ask Galoth some questions about the circumstances surrounding the attack. That opens up the perfect opportunity for Harthol to offer his aid.

Harthol is the town's hunter and trapper. Since the wargs came a month or so ago, all the game animals have been scared away and hunting has been impossible. Further, Harthol is not a hero and does not want to venture out at night to hunt, for fear the wargs will attack. The townspeople share Harthol's concern and don't want him to sacrifice himself for no reason. They're well aware that their hunter isn't strong enough to take on three wargs on his own, and none of them have the skills necessary to aid him. They view Harthol's reluctance to venture into the forest as a reasonable man's reaction to dangerous times. They have no idea that Harthol is, in fact, the leader of the warg pack and bent on the destruction of the town.

Harthol eagerly welcomes the heroes' presence and gives every indication that he wants to help. He views the heroes' presence as the opportunity the townspeople have been waiting for to rid themselves of the danger plaguing their village. Harthol is very convincing — he's ready to go and he knows the area better than anyone. He tells the characters that the wargs must have a den and if they have a den, he can help them find it.

Act III: Werewolf in sheep's clothing

Harthol offers to help the characters and, once they're ready, he leads them into the forest. This is the last part of the adventure and presents the heroes with their greatest challenge: defeating three wargs and a surprise attack from a werewolf.

Harthol is cunning and intelligent. He wants to leave during the day because wargs hunt at night. He gives every indication that he's on the heroes' side and is going to help fight the wargs. He knows exactly where the wargs' den is, and uses that knowledge to convincingly pretend he's following the wargs' trail back to their den. He claims to lose the trail at least once. The characters might have sufficient ranks in Track to follow the wargs themselves. Finding traces of the wargs requires a Track (Warg or Wolf) test against a TN of 15. Success

ENEMIES

There's only one intelligent enemy in this adventure: Harthol the werewolf. He used to be Harthol the trapper, but since he was bitten by a werewolf two months ago, he has been corrupted by Shadow. Now he willingly hunts other humans and delivers them to his warg minions.

Harthol the werewolf

Description: Harthol is a tall, thin human male. He wears brown and red hunter's garb with a long cloak and longsword strapped to his side. His face is lean and rugged, covered in a thick brown beard that matches his long brown hair. He looks gruff and gives the impression he might be harsh and unkind. Once he starts speaking, however, he's surprisingly outgoing and friendly.

Attributes: Bearing 9 (+1), Nimbleness 9 (+1), Perception 9 (+1), Strength 11 (+2), Vitality 11 (+2), Wits 6 (±0)

Reactions: Stamina +4, Swiftiness +4, Willpower +2, Wisdom +1

Size: Large

Health: 14 (2 levels Healthy)

Skills: Armed Combat: Natural Weapons (Fangs) +8, Armed Combat: Blades (longsword) +6, Intimidate (Fear) +6, Jump +6, Language: Warg-Speak +4, Observe (Smell) +7, Run +7, Stealth (Sneak) +9, Survival (Mountains) +6, Track (Scent) +5

Animal Kinship: Any attempts a werewolf makes to befriend animals — including any attempt to ride a horse or other beast of burden — suffer a -4 test result penalty unless the beast is a warg. In that instance,

the werewolf gains a +4 test result bonus instead.

Cursed Infection: If a Werewolf draws blood from a target with tooth or claw, the victim may become infected by the werewolf's curse. A TN 12 Stamina reaction test is required to stave off the initial infection. If this fails, the victim becomes feverish and takes 2d6 points of damage. At the end of each subsequent hour, the target must make a TN 12 Willpower reaction test to resist the curse itself. Those who fail suffer another 2d6 points of damage.

If the victim reaches zero Health in this manner, he or she becomes a werewolf. At that point, he regains full Health and the fever abates. He also automatically gains one point of Corruption.

A cursed victim involuntarily transforms into its beast-shape each time the full moon rises and must remain in that form until the moon sets. During this time, the victim is not in control of his actions. Each time the victim becomes a beast, he must make a TN 12 Willpower test to resist Corruption.

A victim can be cured of the curse, but this requires a successful TN 30 Healing test.

Dissolution of Death: The body of a slain werewolf dissolves into mist.

Fangs: A Werewolf does 2d6+2 damage with its fangs.

Skinchanging: A Werewolf can change shape between person-form and wolf-form, just like the spell *Mastery of Shapes*. As a person, he often has wolf-like characteristics: a lupine face or manner, grey hair, or the like.

Harthol's warg minions

Harthol has three wargs he's befriended using his Animal Kinship ability. They don't serve him out of fear or because he's supernaturally controlling their minds. He has simply convinced them it is in their best interest to work with him. So far, the arrangement has been extremely beneficial to the wargs, who've received a steady diet of man-flesh to feast on since Harthol began leading traders and unsuspecting visitors into the village.

The characters have two encounters with the wargs, one in the forest leading to Haver and one in the warg's den itself. In each case, the heroes face exactly three wargs. If the heroes kill all the wargs in the first encounter, they face three more wargs in the second encounter. If the heroes fail to kill the wargs in the first encounter, they still face three wargs in the second encounter.

Attributes: Bearing 8 (+1), Nimbleness 8 (+1), Perception 9 (+1), Strength 10 (+2), Vitality 10 (+2), Wits 4 (±0)

Reactions: Stamina +4, Swiftiness +3, Willpower +1, Wisdom ±0

Size: Medium

Health: 12

Skills: Armed Combat: Natural Weapons (Fangs) +6, Intimidate (Fear) +5, Jump +5, Language: Warg-speak +4, Observe (Smell) +6, Run +9, Stealth (Sneak) +9, Survival (Forest) +5, Track (Scent) +4

Walk: 12 yards

Fangs: A Warg does 2d6+2 points of damage with its fangs.

means the heroes can find the wargs' den without Harthol's help (who will still show up later in the wargs' den).

The den is a small cave set into an outcropping of rock in the forest. There are bones and other evidence of the wargs' presence, as they are not subtle animals and take no care to hide their existence. The cave has one entrance, a tunnel roughly 10 feet across, which runs for 15 feet before opening into a roughly circular room 30 feet in diameter. Harthol is reluctant to enter the cave, but is willing to face his fear because of the presence of the heroes. In fact, he mentions that they are mighty warriors, and he is but a simple hunter and may likely be killed in the coming battle (but dying in their company would be a fine end to his tale). Of course, he's hoping they'll say "No, no! You stay here — leading us to these foul creatures is duty enough." If the heroes suggest Harthol stay behind, he gladly does, entering the fray on the wargs' side in the third round of combat. If the heroes want Harthol with them, he'll come.

Inside, the three wargs are sleeping. The heroes hear the wuffling and snuffling sounds of sleeping wargs. But wargs are wild beasts and, unlike men and dwarves, wake easily when their den is disturbed. Once the heroes enter the den proper, the wargs wake and attack!

Neither side has the opportunity to surprise the other. The wargs recognize Harthol and will not attack him. He, however, will feign attacking the wargs, appearing to miss (as a poor hunter might do against mighty wargs) until

the third round of combat, when he reveals himself as a werewolf, and attacks the heroes! Read the following to the players.

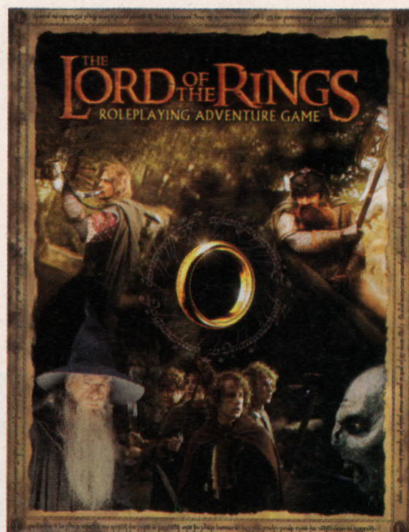
Harthol stops his attempts on the wargs and sheds his cloak. His features change, assume a wolfen aspect, and his eyes narrow and flash red. "You make things too easy," the werewolf says. "You are so typically trusting. And now my minions will feast on your flesh, and your tale ends. And the weak, craven people of Haver are none the wiser!"

Harthol attacks the heroes, hoping to scratch them with his claws or fangs and transmit his Cursed Infection. When Harthol is killed, he leaves no body behind; rather, his corpse dissolves into mist (thanks to Dissolution of Death). Once the combat has ended, presumably with the heroes victorious, they must return to Haver and tell the townsfolk that though the wargs were killed, their friend Harthol had become a werewolf and had to be slain. The Heroes have no real understanding of why or how Harthol became a werewolf, but the townsfolk can put it together: Two months ago, Harthol returned wounded from a hunt and, from that point forward, he stopped hunting. Shortly thereafter the wargs came.

The death of Harthol and the return of the heroes to Haver marks the end of the adventure. If any of the heroes were infected with Harthol's cursed infection, they need healing — more healing than anyone in Haver can provide, and thus this short adventure leads to

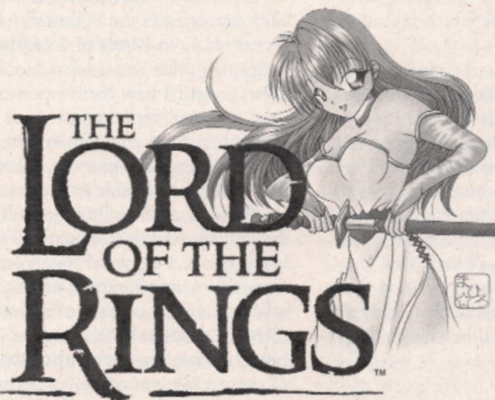
others, as the characters must seek out a healer to banish the influence of the werewolf from their comrade's body. Of course, the healer won't do such a thing for free — he'll want something in return.

The adventure continues ...



New to RPGs? Look for *The Lord of the Rings Roleplaying Adventure Game*. It includes a 32-page "Through the Mines of Moria" adventure, a 24-page "Welcome to Middle-earth" booklet, maps, counters, and character sheets for all nine members of the fellowship of the Ring!

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LORD OF THE RINGS DECK BUILDING MADE SIMPLE

by Steve Horton

In *The Lord of the Rings* TCG, winning or losing often depends on whether your deck has a key counter card, is tuned enough to get to the cards you want, or has a good speed factor, enabling you to cycle cards quickly. It's important to know the rules of deck building, what format you're playing in, which cultures you want to play with, what theme you're going for, and how large you want your deck to be. Many of these concepts are related — the Moria culture lends itself to larger deck sizes, for example. Once you have these concepts down, building a deck of your own should be a simple matter.

DECK-BUILDING RULES

Before getting down to the nuts and bolts of deck building, there are a few key rules you have to know about *LotR*. Compared to other CCGs, *LotR*'s deck-building rules are quite simple.

You must play with at least 60 cards in your draw deck, with no maximum, and an exactly equal number of Free Peoples and Shadow cards.

You may only have four copies of any one card title in your draw deck, ignoring subtitles. To use an example from the Deluxe Rulebook, if you have three copies of **Aragorn, King in Exile** in your deck, you could include only one copy of **Aragorn, Ranger of the North**, for a total of four copies of Aragorn.

You may not include any copies of *The One Ring* in your draw deck. You choose any version of *The One Ring* and any version of Frodo to start the game with; these two cards are separate and are not considered part of your deck. But, this means you may only include three Frodos in your draw deck. The starting Frodo does not count against your

Free Peoples total.

Sites go in the Adventure Deck, a separate deck made up of one site for each of the nine site numbers.

CHOOSE YOUR BLOCK

Before building your deck, you'll want to decide what format you want to play in. Often this will be dictated by the tournament you're preparing for, the league you're playing in, or your playing group's preference. The three "blocks" in the game, as of the release of *The Two Towers*, are:

Fellowship Block. This includes cards and sites from *The Fellowship of the Ring*, *Mines of Moria*, and *Realms of the Elf-lords*.

Two Towers Block. This block currently includes cards and sites from *The Two Towers* base set only, but will eventually include cards from the next two expansions, *Battle of Helm's Deep* and *Ents of Fangorn*.

Open. This format allows cards from both the Fellowship Block and Two Towers Block, except that all sites must come from the Two Towers Block.

Eventually, there will be a Return of the King block, and the Open Block will change to allow only sites from the most recent block.

ONE-ON-ONE OR MULTIPLAYER?

Most sanctioned tournaments are one-on-one duel format. This format lends itself to a smaller deck size and fewer specialized counter cards. There are several cards, including **Cast It Into the Fire!** from *Realms of the Elf-lords*, designed for the multiplayer format, which might not be worth including in a duel deck.

Once in awhile, you'll find a multiplayer tournament in your area, and several league stamp choices require you to play multiplayer, but most of your multiplayer gaming is going to be in friendly play. In this format, which is ideally three to five players but theoretically has no maximum (a recent tournament at Gen Con UK boasted 27 players!), your deck size needs to be adjusted. With all the extra regroup phases between your turns, you will run out of cards in a 60-card deck quickly. A larger deck size means you'll be able to hang around longer.

CHOOSE CULTURES AND THEMES

LotR is one of the few CCGs with a draw deck split evenly between good and evil; in this case, between Free Peoples and Shadow cards. Both deck halves, shuffled together, must work to help your fellowship and slow down or eliminate your opponents, but the cultures also must work together. A speedy Shadow half works well with a speedy Free Peoples half, because one half won't bog down the other half. A Free Peoples half which specializes in card-drawing, such as Dwarves, will work well paired with a Moria Shadow half, with a lot of cheap cards and some card-drawing of its own.



As of *The Two Towers*, the game includes six Free Peoples and six Shadow cultures:

Free Peoples

Dwarven. Dwarves specialize in card-drawing and have many ways to pump up Dwarf companions. *The Two Towers* introduces a new theme for the Dwarves: card stacking. This ability, along with events that allow you to shuffle stacked cards back into your deck, give you lots of card-manipulation ability.

Elven. Elves specialized in archery and discard strategies in the Fellowship block, but recent errata to **Mirror of Galadriel** and new concepts in the Two Towers block have moved Elves toward a new theme: power manipulation. Newer Elves let you reduce minion strength or raise companion strength, often allowing Elves to win more skirmishes than they had been capable of previously.

Gandalf. A deck built around the old wizard and his friends has nearly always meant using spells, a keyword found on many Gandalf events. Gandalf's spells are often powerful, clearing the board of active conditions (**Sleep**, **Caradhras**), reducing the minions' power of minions (**Servant of the Secret Fire**), or preventing wounds to your companions (**Intimidate**). And **Gandalf's Staff** from *Mines of Moria* reduces the cost of spells by 1.

Gondor. Probably the most popular culture in the game thus far, Gondor companions such as Aragorn, Boromir, and Faramir have high strength, good vitality, and some amazing abilities. The Gondor culture doesn't need a lot of cards to use, leaving room to include a second culture; Gondor and Elves are often paired to great effect. Before *The Two Towers*, many players would load up Gondor companions with cards, making them unbeatable in a skirmish. Several cards in *The Two Towers*, such as **Grima**, **Wormtongue**, can counter this strategy.



Rohan. Rohan companions are similar to Gondor in strength and vitality, but are distinguished by their use of mounts. The Riders of Rohan gain great strength and abilities from their horses. Rohan also has the advantage of being led by **Theoden, Lord of the Mark**, a powerful companion who heals other Rohan companions when a Rohan possession is played on them.

Shire. The Hobbits and their friends specialize in avoiding skirmishes and taking a lot of punishment when they do have to fight. It is possible, though, to make Hobbits strong enough to go toe-to-toe with minions, using cards like **A Promise**. A Shire deck is easily made from commons and uncommons, and can be paired with just about any Shadow half.

Shadow

Dunland. The Dunland culture features the Dunlendings, a group of wild men. This culture uses clubs and other primitive gear, as well as a Dunland-culture **Saruman, Rabble-rouser**, to smack down opponents. Dunlendings are marked by high strength and low vitality, but include a number of cards to make up for that deficiency.

Isengard. The shadow culture with the most cards as of *The Two Towers*, Isengard has dominated the tournament scene almost since day one. This culture is broken down into sub-cultures: Uruk-hai, who specialize in damage +1, a high number of wounds, and some killer events such as **Savagery to Match Their Numbers**; and Isengard Orcs, who often inflict wounds during the regroup phase. *The Two Towers* introduces Isengard archers, giving them access to some firepower. Isengard is versatile, but somewhat rare-intensive.

Moria. This is the faction you probably want to start with as a new *LotR* player, as it is made up of mostly commons and uncommons, and is a very easy, fast culture to play. Most Moria decks rely on swarms to overwhelm Frodo, but Moria archer decks also exist. Four copies of **Goblin Armory** are a must in every Moria deck to accelerate the deck and prevent wounds at crucial moments.

Raider. This culture encompasses two sub-cultures of evil men: Southrons and Easterlings. Raiders are the kings of assignment actions, with several useful abilities that

allow them to choose who they wish to fight.

Ringwraith. The Nazgûl and their cohorts are also tough in the tournament scene, using a high average strength and the Fierce characteristic to fight and apply direct damage in the form of **Blade Tip** and **Relentless Charge**. The most rare-intensive Shadow culture by far; getting enough Witch-kings to make a deck is both difficult and expensive.

Sauron. The black sheep of Shadow cultures, Sauron is probably the most unpopular as of *The Two Towers*. Their strength is in their conditions, especially **Orc Bowmen** and **Under the Watching Eye**, but with so many players packing cards to eliminate conditions, Sauron has a tough time. You might have better luck with them in the Open format, where decks trying out new strategies might not have as much room for condition-killing cards.

copy of in the deck (unless you start with them). Similarly, if you start with Gandalf, there's little reason to include three more copies of him plus **A Wizard Is Never Late**. If that's what your deck looks like, consider starting someone else and cutting down the size of your deck; you should get to Gandalf in short order.

As for the Shadow side, the key is minions, minions, minions. Nearly every possible Shadow strategy depends on having lots of minions. Low-cost and high-cost minions should be in good balance, because you won't always have 11 twilight to play the Witch-king and **Pale Blade**. Keep the number of support cards low, especially events, conditions, and possessions that require twilight to play, as that twilight isn't always going to be there. Too many minion support cards will leave you wishing for another minion instead of that fourth **Worry** in your hand.



CHOOSING YOUR SITES

Your choice of sites depends on your choice of cultures, your deck's theme or themes, and what format you're playing in. You want to pick sites that help you and hinder your opponent at the same time — no small feat. In the Fellowship Block, many players are tempted to start with **The Prancing Pony** to get Aragorn — but their opponents get to do the same. Why not pack four Aragorns, bid high, lay down **Green Dragon Inn** to get Sam, and possibly leave your opponent without his best character for a while? For this reason, the first site is often the most important in the game. Each site's Shadow number should also be taken into account. If you're playing a "choke" strategy, which manages the Twilight Pool to prevent your opponent from playing much, choosing sites with low Shadow numbers is wise. Remember that you can only use sites from *The Two Towers*, unless you're playing in a Fellowship Block event.

THE BALANCE OF CARD TYPES

Depending on your strategy, the proportion of the various card types in your deck will change. For the Free Peoples side, you'll need several companions and allies, as well as events, conditions, and possessions that key on them, and your starting companions. Don't play weapons for characters you only have one

DECK SIZE

Most decks should have 60-70 cards for one-on-one and 75+ for multiplayer games, depending on the number of people. If discard decks are prevalent in your area, you may decide to pack more cards in response. Larger decks usually have tons of free cards to allow rapid cycling; otherwise big decks can get bogged down and may never get to the card they really need during the course of the game.

THE METAGAME

Your deck will need to be tweaked depending on what other people in your area are playing. If you see a lot of Uruk-hai, then adding **A Blended Race** or **Strength of Kings** (which cancels **Savagery to Match Their Numbers**) is wise. A rash of Nazgûl decks can be countered by **O Elbereth! Gilthoniel!** or **Not Feared in Sunlight**. A preponderance of Gandalf decks will be hurt by **Too Great and Terrible**. The effectiveness of such culture-specific counters depends on how sure you are that your opponents are playing such decks on game night or at a tournament. This knowledge of your local scene is called the metagame, and can make the difference in close games.

Good luck!



SIMPLICITY OF SYMMETRY

Make the Shadow Pool work for you

by **Lautaro Leiva**

Beginning players of *Lord of the Rings* tend to build their decks in parts: first the Fellowship and then the Shadow. In many cases, this creates an imbalance in the deck favoring one side and hindering the other.

Building symmetry into your deck is as important as picking the minions and characters that the deck depends on. An easy way to see if there is a cohesive nature in your deck is by the locations. For example: **Moria Stairway** says, "Each companion or minion with a hand weapon is damage +1." If your deck isn't designed to play both sides together, this might be a weakness in your deck. Your minions might be able to lay more damage on your opponent's Fellowship, but what if your own Fellowship doesn't have the resources to take advantage of the site's text? The disadvantage becomes more pronounced if your opponent

is able to capitalize on your site and you can't.

The first step in avoiding this type of problem is to decide whether your main goal is to reach site 9 with your Ring-bearer or to stop your opponent's Ring-bearer from reaching it. This determines which side of your deck to emphasize. Say your goal is to stop your opponent, emphasizing the Shadow portion, then choosing to use the hard-hitting Isengard minions in your deck. Isengard minions tend to have a higher vitality but lack ranged weapons. This being the case, **Anduin Wilderland**, which skips the archery

phase for both sides, is the best choice for site 7. Your minions go straight to the Skirmish phase without giving Fellowship archers a chance to pick them off.

As this site is important to your attack on an opponent's Ring-bearer, on the Fellowship side, you should include cards that permit you to play your site 7 even if you're moving ahead of your opponent: **Pathfinder**, if you've got rangers in the party; **Speak 'Friend' and Enter**, if Gandalf is in the Fellowship; or **Thor's Map** in any deck, as it relies on hobbits. Since you're trying to negate archery for an opponent's Fellowship, your Fellowship should be built around sterner folks, such as

Aragorn and Boromir.

Using shields will limit an opponent's use of archery before site 7, and hand weapons increase the effectiveness of your troops in the skirmish phase.

You need to make your Fellowship and Shadow cards work together to build a solid deck. Use your locations to see if you're on the right path and pinpoint where you're going astray.



MAKE OPENING BID PART OF YOUR WINNING STRATEGY

by **Wes Brown**

One of the most challenging mechanics to master in Decipher's *Lord of the Rings* is bidding to see who goes first. The art of the bid is not something to be taken lightly; in a game where the first person to finish the Adventure Path is declared the winner, being the first player to move towards that goal is a huge advantage. But at what cost? The higher you bid, the faster Frodo can be corrupted — and the new twilight Nazgûl aim to do just that!

How much can you risk for the chance to get ahead of your opponent? Before you can answer that question, first look at how your deck intends to achieve victory. Once you've identified which of the three victory conditions your deck is best geared to accomplish first, deciding how much to bid at the start of the game becomes significantly easier.

High-stakes bidding — five burdens or more — works best in decks that want to move first and win by completing the

Adventure Path. Decks that employ this strategy should include some kind of burden-removal mechanic. The most common form of burden removal in this deck style is to have

Sam, Son of Hamfast as a starting companion or use **Green Dragon Inn**, which lets you play Sam from your draw deck, as the first site.

Sam's ability to remove burdens reduces the risk of bidding high enough to halfway corrupt the Ring-bearer before the game even begins. However, it comes at a cost. You fill one of your deck's starting companion slots with a companion who's not terribly useful in skirmishes (except to take one for the team) or use a starting site that's not as useful as, say, **The Prancing Pony**.

The average player usually bids from two to four burdens — high enough win the bid against penny-ante players, but not enough to risk losing to a high-stakes bidder and have your Ring-bearer stuck with a lot of burdens right off the bat. In the current environment, most players employ this bidding strategy;

they're content to go first if they win the bid but confident enough in their Shadow strategy to be satisfied with going second. Decks with little or no burden removal should stick to this bid range, as most Shadow cards that penalize the Fellowship for having burdens kick in when the Shadow player can spot three burdens — and they get progressively worse as the number climbs.

Decks that bid one burden or less are what I call penny-ante. These decks typically have no burden removal and don't want to risk corruption or be affected by the nasty game text of cards like **Worry** or **Ulairë Enquêa, Lieutenant of Morgul**. These decks usually go second and need a strong Shadow component to compensate. The deck must either slow down an opponent, preventing him from double-moving at least once, or kill his Ring-bearer outright. In a straight race, this deck often loses simply because it didn't move first.

Of course, not all strategies conform to these three alternatives. Players using Nazgûl as their primary minions often bid high but choose to go second, forcing their opponent to move to sites 2 and 3 with game text favorable to Nazgûl (typically **Bree Streets** and **Ford of Bruinen**). There are no hard and fast rules about what to bid with any given deck. These basic guidelines are intended to help players analyze the bidding mechanic and how it affects the game.



THE LIBRARY OF MINAS TIRITH

Your TCG questions answered

by Mark Tuttle
Decipher Net Rep

Decipher's *The Lord of the Rings Trading Card Game* allows you to experience the wonders and perils of Middle-earth. The designers have crafted an amazing structure that is simple to learn, but is deep with strategy. However, there are always questions, and we'll answer some of the most frequent ones that we see here in Rivendell — um, I mean here at Decipher.

Q: Can I use two **Morgul Gates** (1 R 217) to play one Nazgûl?

A: No. You may not combine phase actions. When you play one **Morgul Gates**, meeting its requirements and paying its costs, you're playing a Shadow-phase action that includes playing a Nazgûl. Once that action is resolved, you're all done playing that Nazgûl and another **Morgul Gates** can't affect his cost.

Q: Can I exert a Sauron Orc multiple times for multiple wounds with **Hate** (1 R 250)?

A: No. An event card is a single action that can't be repeated. Once that action is complete, the event card is discarded.

Q: Then why can I use the Archery special ability action on **Legolas, Greenleaf** (1 R 50) multiple times per turn?

A: Because that card (as well as conditions, possessions, artifacts and sites) are played to the table and remain in play until something discards or kills them. While they are there, special ability actions denoted by a timing keyword (such as Archery, Fellowship, etc.) may be declared as separate actions multiple times.

Q: If I have **Orc Bowmen** (1 R 264) and four Sauron Orcs that aren't archers in play, what is my archery total?

A: It would be one. The text on **Orc Bowmen** says, "While you can spot a [Sauron] Orc, add one to the minion archery total." Notice that it doesn't say "for each." Each copy of **Orc Bowmen** on the table can never add more than one to the archery total each archery phase.

Q: If I'm the Shadow player, can I spot an Elf in my own fellowship?

A: No. When you're a Shadow player, your Free Peoples cards are inactive and may not be spotted.

Q: **Saruman's Power** (1 U 136) and **Sleep, Caradhras** (1 C 84) are worded similarly, yet

different. Why?

A: It's slightly different wording that's doing the same thing. When either of these cards are played, all active conditions in play are discarded. That means that when a Free Peoples player plays **Sleep**, all of his conditions are discarded and all Shadow conditions are as well. (The exception here is that Shadow conditions that are currently being borne by inactive Free Peoples cards are not active.)

We prefer the wording "discard all conditions" as opposed to "discard every condition." All cards that use the word "every" will eventually be reworded.



then you'd compare his strength of 8 to their strength of 16.

Q: If my Aragorn has two **Flaming Brands** (2 R 32), can I then put another two hand weapons on him since each **Flaming Brand** says, "may be borne in addition to one other hand weapon"?

A: No. One **Flaming Brand** allows the other **Flaming Brand** to be borne. A character may only normally bear one hand weapon, but a maximum of two hand weapons may be borne if one or both of them has the text "This weapon may be borne in addition to one other hand weapon." The same is true for the **Dwarven card Hand Axe**. (2 C 10).



or from stacked cards, like those on **Gandalf's Cart** (1 U 73)?

A: No. The rulebook defines "discard" to mean "discard from play." Some cards will specifically tell you that you may discard from hand, but they are so denoted.

Q: What does the keyword Twilight mean?

A: Twilight is what we refer to as an "unloaded" keyword. That means the keyword has no rule-based mechanic. Rather, it is referenced on and activated by other cards. "Loaded" keywords are those that are addressed in the rules with special meanings, like Archer, Ambush, etc.

Q: Am I allowed to combine cards from the different expansions?

A: Absolutely! *The Lord of the Rings TCG* is designed so that each expansion builds upon the previous ones. We package our starter decks for each expansion to offer new players a playable deck with which to learn the game system, but you are not limited to those decks. There

are certain restrictions on how you'll be able to play cards from the separate movie expansions. You can read about the various Block formats elsewhere in this issue or at www.decipher.com.

If you have questions that you didn't see answered here, you can e-mail me at Elrond@decipher.com. We also maintain a regularly updated FAQ and Help Clinic articles on the Decipher website in *The Lord of the Rings TCG* section.



A LOOK INSIDE THE DESIGN OF *THE TWO TOWERS*

by **Tom Lischke**
Lord of the Rings co-designer

"We will go, and may the others find a safe road! Strider will look after them. I don't suppose we shall see them again."

— Frodo Baggins

As we went into the initial design phase for *The Two Towers*, the first thing the design team had to do was answer the question I have heard most often while working on *The Lord of the Rings*: "What will happen when the Fellowship splits?"

Three things dominated the decision process. In no particular order, they were: story, gameplay interest, and accessibility for new players. The split-Fellowship solution had to score well in all three areas. Let's look at a couple of versions we kicked around, and then the version we went with.

One approach involved two adventure paths: one for the Hunters (Aragorn, Gimli, and Legolas) and one for Frodo and Sam. Companions were divided into two groups as well. We had a notion of the outcome, but we wanted to explore a variety of options. This version scored well on story, but poorly on accessibility. Even for current players, introducing a new mechanical approach to the adventure path would mean spending time focused on card-juggling that doesn't enhance the core gameplay experience — the game is about the characters, not the ground.

In another approach, the companions were still split into two groups, but used only one adventure path. However, each site would have additional text that only applied to the Ring-bearer's group. The story score of this version was adequate, but all that site text was difficult for a player to buffer in his or her head. We also saw how difficult it was for casual players to work through the text.

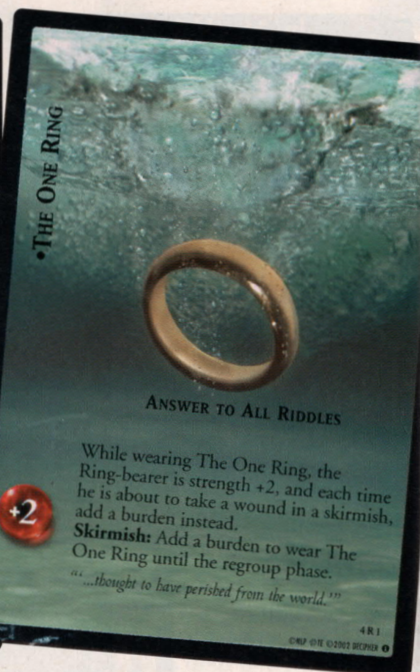
Eventually, we realized that we could score well in story, accessibility, and game-



play interest by keeping things essentially the same systemically and layering the story with keywords and a class of conditions that we referred to as "domains." After designing a few of the cards, we decided that we only needed Ring-bound to be a keyword, and other companions were covered by the default (referred to in game text as "unbound"). As for the story of the locations traveled by Ring-bound characters, the domains are conditions that are potent at one site, but give a smaller benefit at other sites.

Cultural Mechanics

Dwarven. This culture hit the ground running after initial design and didn't require too much development. We wanted players to feel like they were building something, stone by stone. Commitment to this strategy



gives both card advantage and skirmish flexibility. The relationship of Gimli and Legolas is also covered in *The Two Towers* base set. These two features combine nicely in cards like **My Axe Is Notched** (with its brother, **Final Count**) and **Khazâd Ai-mênu**.

Dunland. Dunlendings were designated with high strength and low vitality from day one. It was an area of the minion wheel that hadn't been done before, and it seemed interesting and appropriate for their culture. Early in the design process, it was also decided that Dunlendings wreck things — it's just their way. They discard "permanents," like possessions and allies. This definition dictated the text of many of their minions, meaning that bad assignment decisions against them can cripple a player.

At one point, this culture had a small streak of swarm to it — there was even a cycle of Dunlendings who drew cards when you played them. Playtesting showed this to be too strong and it was replaced with a site-control cycle.

Elven. The Elves were big movers throughout the course of *The Two Towers* design. Initially, they were designed with a sturdy selection of allies who had some nice meta-level effects. When we introduced a few companions to help stabilize the Elves for booster-draft play, we realized there was untapped gameplay potential there. Also, one of our goals for this set was to provide players with tools that will allow focused Free Peoples half-decks. To do that, players need a selection of companions that allow them to play a culturally dependent series of events, possessions, and conditions.

Thus was born the Elven army. This set of companions allows some deck-building



diversity (especially when combined with Arwen's package from Fellowship Block). A lot of the work with these guys went into finding a way to create Elves capable of surviving skirmishes, without creating an archery machine using **Elven Bows**. A number of Elves gained text that shows their ability to use a bow inside a skirmish, while keeping a soft cap on the archery total.

Gandalf. Gandalf pushes the twilight pool to increase his strength, especially during maneuvers and skirmishes. That part of design went fairly smoothly and generated some fun cards. The trick with Gandalf was to give him his new "staff," **Shadowfax**, without turning him into a nigh-invulnerable permanent. Gandalf should be sturdy even without spells, but spells are required to jump him up to his full potential. It took some work, but there are now several configurations available for Gandalf in the Open format which should create some interesting deck-building decisions.

A late but happy arrival in this culture was Treebeard. We didn't know we were going to have images for him available for the base set until late in design. He dovetailed seamlessly into the unbound Hobbit strategy and provided an interesting option for a site eight buffer.

Gondor. During the initial layout for the set, we tried to carve out a niche for Faramir's rangers. Because they punish minions for being too far from home and because the gameplay of the roaming mechanic in general was underdeveloped, roaming was the obvious candidate. These guys had to spend some time in the development spotlight, though, as they were initially over the top. The early versions made minions roaming all the time (not just during skirmishes). The cost penalties proved too harsh for the Shadow, especially when combined with some twilight pool control, such as

No Stranger to the Shadows.

Isengard. Once the new keyword Battleground was put in place, some baseline Uruk-hai were created to make use of it. Site control also belonged to this baseline group.

Because Saruman's boys get so much attention in *The Two Towers* (especially the Uruks), we needed to split them up to keep them from dominating competitive play based solely on having more options than other cultures. Isengard trackers make up one of these subgroups. Their numbers were



patterned after standard Uruks, but the damage +1 trait was swapped for the fierce trait to change the way they're played.

The other subgroup of Isengard cards focuses on Grima and his betrayal of Rohan. The mechanical match for Grima was a series of conditions that could be played on Free People characters. On its own, this type of

card struggles to be efficient enough to find its way into decks. We took the opportunity to bend the tracker support cards to play well with Grima's conditions, giving the trackers a number of search conditions like **Weary**, and skirmish events like **Vengeance** and **Kill Them Now**, that take advantage of the extra baggage carried by the Free People characters.

changed, changed, and then changed again. They started development looking very similar to **Asfaloth** from *The Fellowship of the Ring*: a strength bonus that doubles at plains sites. We realized there were two issues with this.

The Rohan companions already tended to fare better than Elves in skirmishes. They had swords, armor, skirmish events, and good baseline strength/vitality. Giving them additional strength made them difficult to deal with. This was magnified by the fact that many of the Rohan sites were plains. At the same time, the horses felt very "all or nothing," because the underground sites were waiting to destroy any strategy based on them. We tried conditions and events to bring the horses back, but it felt overly mechanical.

We came to two conclusions: The horses couldn't add strength, and Rohan horses could probably be controlled (not discarded) underground. This stabilized the strategy, as the horses weren't going to disappear in the home stretch, and also led to a new skirmish style: taking advantage of wounds on minions.

Shire. Finally, we come to the Hobbits. The new thing for them in *The Two Towers* set is the flavor of stealth used by Merry and Pippin. This was nailed down early in development and given its finishing touches when Treebeard was introduced late in development.

Another interesting mechanic that the Shire carried through playtesting was a Frodo that allowed you to shuffle your discard pile back into your draw deck. Eventually, though, a swarm deck with a heavily permanent-based Free Peoples strategy forced us to abandon the concept.

Hopefully, I've given you some insight into what goes on during the development of a huge, environment-changing expansion set like *The Two Towers*. Contrary to popular belief, decisions aren't made with a blindfold and a dartboard — we usually skip the blindfold.



Raider. The Raiders started development with a mechanic that allowed reassignment of minions to other companions (a function that Rohan had a species of, as well). Playtesting demonstrated that this was both a bit complex and too similar to the fierce mechanic. The spirit of the mechanic — interesting decisions in the assignment phase — did make it into the set, though. Raider ambush cards can cause some tough assignment decisions for the Free Peoples player.

Rohan. Oh, the horses! These cards

HOW...THE TWO TOWERS CHANGES THE LORD OF THE RINGS

by Mike Reynolds
Lord of the Rings co-designer

The Two Towers brings both new cultures and a new site path to *The Lord of the Rings* TCG. Of course, your non-site cards from the Fellowship Block port right over to *The Two Towers*, but this doesn't mean that the world awaiting you is the same one into which you set out from Rivendell with Gandalf. It has changed, and much that once was, is now lost.

Free Peoples Strategies

Power shifts from individual companions and their toys to cultures and cohesive multi-companion strategies. This shift is not complete, but it is enough to allow a variety of new archetypes to flourish. **Aragorn, Heir to the White City** and **Legolas, Greenleaf** from Fellowship Block are powerful Open-format companions for any deck, but you cannot effortlessly build them into tanks.

The most significant single card to change the way people play is probably **Gríma, Wormtongue**. He is an Isengard Man with a devastating maneuver special ability: He exerts to return all Free Peoples cards borne by an unbound (Ring-bound is a new key word in *The Two Towers*) companion to their owner's hand, if that companion bears at least three cards (including Shadow cards). With three vitality, he can do this twice in a turn. Should an opponent have two unbound companions "tanked out," like Aragorn with bow, sword, **Flaming Brand**, **Armor**, **Last Alliance of Elves and Men**, etc., those characters are weakened during that turn, and, more importantly, their player has a hand full of Free Peoples cards preventing Shadow cards from being drawn. This gives Gríma's player a likely double move the following turn.

Possessions borne by companions in general are not as valuable as in Fellowship Block. Where Gríma turns possessions into liabilities, the Dunland culture has several cards that discard them with remarkable ease.

What's a Free Peoples deck supposed to do without weapons? Support-area conditions may be the answer. **Trust Me as You Once Did** (from *Realms of the Elf-lords*), **A Promise (Mines of Moria)**, **My Axe Is Notched, Final Count**, and especially **Help in Doubt and Need** give nice strength bonuses from the support area. However, Shadow has several options for discarding Free Peoples conditions.

Strength events may be the next place to

turn. There are good ones from Fellowship Block — **Servant of the Secret Fire**, **Flurry of Blows**, and **Hobbit Intuition**, to name a few — and *The Two Towers* adds more: **Khazâd Aî-mênu, Under the Living Earth**, and **An Honorable Charge**. However, the **Palantír of Orthanc** from *Realms* can strip them from your hand and jam you with Free Peoples cards for your opponent's subsequent move.

There's nothing wrong with playing a few weapons. Keep your companions out of Gríma's range, with one or maybe two cards on each, and you need only worry about Dunlendings (or Gríma with character conditions). **Weapons Store** from the Rohan culture allows you to retrieve discarded hand weapons.

New Kung Fu

The Two Towers challenges the conventional wisdom that loading key companions with possessions and conditions is the most powerful Free Peoples option. At the same time, the set provides potent strategies to fill the void. These strategies often require multiple companions of the same culture and a little bit of the new kung fu: direct damage, which means wounding minions outside of skirmish resolution. Unlike the ease with which Legolas, Greenleaf or Aragorn with his bow kill most minions, direct damage in *The Two Towers* is not concentrated and usually requires coordination between multiple elements.

With *The Two Towers*, you can inflict more wounds with direct damage than with Fellowship Block. This eases the pain of limit-

ed weapons use. Note that direct damage does not buy you a free pass from skirmishing. It usually takes the form of exerting minions or allowing the Shadow player to assign wounds (like traditional archery). Typically, there will be minions to fight, but with a little luck, you can remove them from the table without damage bonuses or winning as many skirmishes.

Elves are the original purveyors of wounds — archery, their kung fu, is the oldest. In *The Two Towers*, Elves work well in multiples and become viable skirmishers. Their skirmish success is tied into putting pre-skirmish wounds on minions. They have a group of support-area conditions that each require three Elves to play and penalize wounded minions until the regroup phase. For example: "Each minion is strength -2 for each wound on it," or "Wounded minions may not be fierce." Several other Elven cards penalize wounded minions in skirmishes.

Most Gondor cards involve Faramir and the Ring-bound **Ranger of Ithilien** cards. Gondor attempts to make minions roaming during the skirmish phase and then punishes them for it. In addition to allowing several direct-damage effects, roaming minions are challenged when skirmishing Ring-bound rangers, who typically receive strength and damage bonuses. Almost every detriment to roaming minions is duplicated against Men minions. This hurts both the Raider and Dunland cultures, which together comprise half the Shadow cards in *The Two Towers*. It should be noted that one Gondor card, **Defend It and Hope**, which wounds an Uruk-hai twice (or any minion once), will be a staple of many decks until the river of Uruks runs dry.

Rohan uses horse mounts to achieve their kung fu. Each horse in *The Two Towers* exerts each minion skirmishing its bearer — this is better than damage +1. Joining the horses are several companions who receive a strength bonus while skirmishing a wounded minion. There are also Rohan-culture horses that Elves



can ride, which provide a convenient method of activating their wounded-minion effects.

The Shire staple **Power According to His Stature** is still a great card in *The Two Towers*. Joining it and other Hobbit direct-damage cards from Fellowship Block are a couple of cards that straight-up wound a minion during a skirmish. **Cliffs of Emyn Muil** is particularly good because it sits in your support area, not in your hand.

As is his way, Gandalf borrows a little from every other culture's kung fu, but for a higher twilight cost. He has a horse (**Shadowfax**) that exerts minions; he has a potent regroup event (**Task Was Not Done**) that discards two wounded minions; and he has a condition that wounds minions Gandalf is skirmishing. As long as you can withstand his banging on the door (adding a lot of twilight pool), Gandalf provides nice utility.

Shadow Strategies

Shadow strategies popular in Fellowship Block encounter a variety of encouragement and challenges in *The Two Towers*. The most popular Fellowship Block strategy, Uruk-hai with **Saruman, Keeper of Isengard**, receives many new Isengard cards to explore, and consequently, it should remain popular. The deck's power does not increase significantly though, because most of *The Two Towers*' Isengard cards work optimally with other cards from the same block.

Variations of tournament-worthy Uruk-hai decks will be numerous. There is old-school Saruman and his crew, then there are the new archers, **Uglúk, Servant of Saruman** and trackers, Grima and conditions, site control, Uruk battleground tanks, and even a powerful new event, **Beyond All Hope**, that adds a burden for each card in the dead pile. Countering the preponderance of Uruk-hai decks are anti-Isengard hammers from *The Two Towers* — appropriate for a film whose focus is Free Peoples fighting Isengard minions. These include **Defend It and Hope**, **Ranger's Sword**, **Blade of Aragorn**, **Sword of Rohan**, and **Stump and Bramble**. Isengard Orcs do not appear in the base set, but are scheduled to make a strong appearance (with their wargs) in the

Tower Block expansions.

Nazgûl decks don't have a power site like **Ford of Bruinen**, but there are many plains where **Black Steeds** give a strength bonus of +4. Each of the first five sites on *The Two Towers* adventure path has a plains representative, usually several, and more are expected for later site numbers in the expansions. The *Two Towers* features several new burden adders, like **Easterling Guard** and **Easterling Lieutenant**, that fit nicely with existing Ringwraith burden exploiters. Enquêa and **Nazgûl Sword** should be as popular as ever. Probably the greatest help to Nazgûl is the Isengard's Grima, Wormtongue. Though no Ringwraith-culture cards are in *The Two Towers* base set, Nazgûl on fell beasts are expected for the expansions.

Moria decks suffer from a shortage of underground sites — there are two in *The Two Towers* base set (one site six and one site seven), and no site number has only underground representation. Luckily, nothing in the set hurts Moria recursion any more than **Secret Sentinels** from *Minës of Moria*. Well, an early **Fortress Never Fallen** would be bad. This is a unique Rohan condition that plays to the support area. Each time a Rohan Man wins a skirmish, place a Rohan token on this condition. As a regroup action, you can discard **Fortress Never Fallen** and one condition for each token (no limit). It's so easy to win skirmishes against Moria minions that **Fortress** should have no shortage of tokens.

Sauron-culture decks receive no new cards in *The Two Towers* base set, but are scheduled to receive a mighty treatment in the expansions. The base set has only one card that explicitly threatens Sauron Orcs, **Merry, Unquenchable Hobbit**, and his threat is minor.

No cards threaten Orcs in general. The set does not have a number-nine power site specific to Sauron Orcs like **Tol Brandir**, but **Palantir Chamber** plays any minion from your discard pile by removing two burdens. Burden adders with Sauron Orcs could be powerful with this site, especially if **Nertëa** is discarded and your opponent has more than four companions.

New Enemies

The Dunland culture is the most radical addition to the spectrum of Shadow options. It consists of Dunlendings, wild Men from northwest of Rohan, who perpetually resent the Rohirrim. Their site number is three, their strengths are high, and almost all of them have only one vitality. Basically, if a Dunlending loses a skirmish or takes a wound, it dies. Luckily, they have a powerful card, **Hides**, to prevent wounds. Dunlendings are generally neither fierce nor receive damage bonuses, yet they

may be the most threatening Shadow culture yet. When they win skirmishes, they can discard Free Peoples possessions, kill allies, control sites, and play other Dunlendings cheaply. If you are facing Dunlendings and can't get damage through **Hides**, you must win skirmishes or you will lose the game.

Isengard, the largest Shadow culture in *The Two Towers*, offers so many options for strategy that you can't discuss the culture cohesively. Isengard doesn't even include Orcs on wargs yet, which the expansions will feature. Much has been made of Grima already, and we all know about damage +1 Uruk-hai, who are plentiful in *The Two Towers*. These Uruks tend to revolve around site control or battlegrounds, a new keyword on many sites. Crossbowmen and trackers are new Uruks who aren't damage +1, but trackers are fierce and archers inflict archery damage.

The Raider culture features exotic Men from the lands to the East and South of Mordor: Easterlings, Southrons, and Corsairs (with the release of *The Return of the King*). These guys raise the threat of burdens and direct damage to a new level. It's as though every form of direct damage from all Free Peoples cultures is condensed into the Raider culture. They also generate heaps of twilight pool after the shadow phase, which they can spend on expensive but powerful skirmish and regroup effects or threaten the Fellowship's next move. Luckily for the rest of us, Raiders don't skirmish well and require strength enhancement or lots of pool during the shadow phase.

These are just a few observations on how *The Lord of the Rings* TCG's landscape will change with the influx of cards from *The Two Towers* and the switch to *The Two Towers* site path. Enjoy!



THE LORD OF THE RINGS

TRADING CARD GAME

THE TWO TOWERS™



1. •The One Ring, Answer to All Riddles R
While wearing The One Ring, the Ring-bearer is strength +2, and each time he is about to take a wound in a skirmish, add a burden instead. Skirmish: Add a burden to wear The One Ring until the regroup phase. -/+2
2. •The One Ring, The Ruling Ring C
Response: If bearer is about to take a wound in a skirmish, he wears The One Ring until the regroup phase. While wearing The One Ring, each time the Ring-bearer is about to take a wound during a skirmish, add a burden instead. +1/-

Dunland

3. Anger C 0
Event. Skirmish: Spot 3 [Dunland] minions or a site you control to make a [Dunland] Man fierce until the regroup phase.
4. Band of Wild Men C 5
Minion • Man. Each time this minion wins a skirmish, you may make it fierce until the regroup phase. 11/2/3[TT]
5. Burn Every Village C 0
Event. Skirmish: Make a [Dunland] Man strength +2 (or +4 if you control a site).
6. Constantly Threatening R 1
Condition. Plays to your support area. Shadow: If the fellowship has moved more than once this turn, remove to play a [Dunland] Man from your discard pile.
7. Dark Fury C 0
Event. Skirmish: Make a [Dunland] Man strength +2 (or +4 if at a sanctuary).
8. Death to the Strawheads U 3
Event. Skirmish: Make a [Dunland] Man strength +1 for each companion you spot.



PLAYER'S GUIDE

9. Dunlending Arsonist U 4
Minion • Man. Each time this minion wins a skirmish, you may play a [Dunland] Man from hand; his twilight cost is -2. That Man is fierce and damage +1 until the regroup phase. 10/1/3[TT]
10. Dunlending Brigand C 2
Minion • Man. 8/1/3[TT]
11. Dunlending Looter U 3
Minion • Man. When this minion wins a skirmish, you may stack him on a site you control. Shadow: If stacked on a site you control, play this minion. His twilight cost is -2. 9/1/3[TT]
12. Dunlending Madman C 2
Minion • Man. Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase. 7/1/3[TT]
13. Dunlending Pillager U 3
Minion • Man. Each time this minion wins a skirmish, you may discard a Free Peoples possession (or 2 possessions if you spot 6 companions). 9/1/3[TT]
14. Dunlending Ransacker C 2
Minion • Man. Each time this minion wins a skirmish, you may spot another [Dunland] Man to take control of a site. 7/1/3[TT]
15. Dunlending Ravager C 1
Minion • Man. While skirmishing a [Rohan] Man, this minion is strength +2. Assignment: Spot an ally to make that ally participate in skirmishes and assign this minion to skirmish that ally. 5/1/3[TT]
16. Dunlending Robber C 3
Minion • Man. Each time this minion wins a skirmish, you may make him strength +2 and fierce until the regroup phase. 9/1/3[TT]
17. Dunlending Savage C 4
Minion • Man. The Dunlendings' fury could only end in the death of the king of Rohan. 11/1/3[TT]
18. Dunlending Warrior C 3
Minion • Man. Assignment: Spot an ally to make that ally participate in skirmishes and assign this minion to skirmish that ally. 9/1/3[TT]
19. Hides R 1
Possession. Plays to your support area. When you play this possession, you may draw a card. Response:

- If a [Dunland] Man is about to take a wound, remove or discard this possession to prevent that wound.
20. •Hill Chief R 4
Minion • Man. Shadow: Spot a site you control and exert Hill Chief to draw 3 cards. 10/2/3[TT]
21. Hillman Band C 3
Minion • Man. Each time the fellowship moves, you may spot another [Dunland] Man to take control of a site. 9/1/3[TT]
22. •Hillman Horde R 6
Minion • Man. While you control 2 sites, skip the archery phase. While you control 3 sites, each of your [Dunland] Men is fierce. While you control 4 sites, each of your [Dunland] Men is damage +1. 14/2/3[TT]
23. Hillman Mob R 5
Minion • Man. Each time this minion wins a skirmish, you may play a [Dunland] Man from hand; his twilight cost is -2. That Man is fierce and damage +1 until the regroup phase. 12/1/3[TT]
24. Hillman Rabble U 4
Minion • Man. Each time this minion wins a skirmish, you may stack it on a site you control. Shadow: If stacked on a site you control, play this minion. Its twilight cost is -2. 10/1/3[TT]
25. Hillman Tribe C 3
Minion • Man. Each time this minion wins a skirmish, you may spot another [Dunland] minion to take control of a site. 9/1/3[TT]
26. Iron Axe C 1
Possession • Hand Weapon. Bearer must be a [Dunland] Man. +3/-
27. Living Off Rock U 0
Condition. Plays to your support area. Each time a [Dunland] Man wins a skirmish involving a [Rohan] Man, you may make that minion strength +2 and fierce until the regroup phase.
28. No Defense U 0
Condition. Plays to your support area. Shadow: Remove to place a [Dunland] token here. Skirmish: Spot a [Dunland] Man and remove a [Dunland] token from this card. A character skirmishing that [Dunland] Man does not gain strength bonuses from possessions.
29. •No Refuge R 0
Condition. Plays to your support area. While a

- [Dunland] Man is stacked on a site, the Shadow number of each site is +5.
30. No Retreat R 0
Condition. Plays on a site you control. Regroup: Spot 2 [Dunland] Men and discard this condition to make the Free Peoples player choose to move again this turn (if the move limit allows).
31. •Over the Isen U 0
Condition. Plays to your support area. Assignment: Spot a site you control and remove to assign a [Dunland] Man to an unbound companion.
32. Ravage the Defeated R 1
Event. Response: If your [Dunland] Man wins a skirmish, discard all Free Peoples cards borne by the companion or ally he was skirmishing.
33. •Saruman, Rabble-rouser R 4
Minion • Wizard: Saruman may not be assigned to a skirmish. Each time the fellowship moves, the Free Peoples player must exert a companion for each [Dunland] Man you can spot. Skirmish: Exert Saruman to make a [Dunland] Man strength +2. 8/4/4[TT]
34. •Secret Folk U 2
Condition. Plays to your support area. Each time a companion or ally loses a skirmish involving a [Dunland] Man, you may place a [Dunland] token on this card. Maneuver: Discard a Free Peoples possession for each [Dunland] token here (limit 3). Discard this condition.
35. Wake of Destruction R 0
Event. Maneuver: Spot 2 sites you control to make each of your [Dunland] Men fierce until the regroup phase.
36. War Club U 0
Possession • Hand Weapon. Bearer must be a [Dunland] Man. Each time bearer wins a skirmish, you may discard 2 Free Peoples possessions. +2/-
37. War Cry of Dunland C 1
Event. Response: If a [Dunland] Man wins a skirmish, make him fierce and strength +4 until the regroup phase.
38. Wild Man of Dunland U 3
Minion • Man. Each time this minion wins a skirmish, you may play a [Dunland] Man from hand; his twilight cost is -2. That Man is fierce and damage +1 until the regroup phase. 9/1/3[TT]

The view from The Two Towers

Scrye's top picks for each culture

DUNLAND

Wild Man Raid. The premiere card of the Dunland culture, Wild

Man Raid can neutralize an opponent's weapons or conditions before he gets to use them. Sometimes this card is all it takes to bust someone's small, fortified group of companions wide open. This paves the way for your other Dunlendings, like the Pillager or those carrying War Clubs, to wreak havoc. Aragorn's Bow is a big target, as well as Éowyn's Sword, Sting, and Asfaloth.

Hides. Hides plays the role that the Goblin Armory played in Fellowship block, getting your minions past your opponent's directed (and undirected) archery, maneuver events, or even Power According to His Stature. What sets the two cards apart? Goblin Armory was overpowered, facilitating both hand and resource extension as well as the ability to keep your other permanents in the game. It was, however, just another condition that could be canceled by Song of Durin, Secret Sentinels, or Sleep, Caradhras. Hides shares some of those extensive strengths, but it's a possession whose ability may be used more than once, if you have extra twilight pool. There are currently only two cards which can discard shadow possessions: **Something Draws Near** and **Roll of Thunder**. Each is sub-optimal for purposes of deck construction, but with the power of Hides, they may see play.

Dunlending Pillager. On the same level as Wild Man Raid, this card has the potential to wreck an

by Geoff Snider
Lord of the Rings playtester

opponent's "tank" strategy, where multiple cards are piled on each companion. All it takes is one winning skirmish, and the Pillager's effect allows all your other minions to win their skirmishes, as well. However, with the inherent weaknesses all Dunlendings suffer, he may have to appear at the Rohirrim Village to press an early advantage.

Constantly Threatening. It's a common misconception that flooding the twilight pool with events and conditions like **Deep In Thought** and **Shoulder to Shoulder** has no real consequence. They don't add twilight during the fellowship phase, so, to a degree, it's safe to flood the pool — unless a player wants to move a second time. Overloading the pool can have consequences on the second move, one of which is **Constantly Threatening**. For increased cost, the Shadow player may play a bunch of extra Dunlendings and overwhelm the Ring-bearer (or severely impair the Fellowship in subsequent moves).

No Defense. Another great way to spend any extra pool you come across, No Defense provides players with yet another option for neutralizing a fellowship "tank" strategy. There's no cultural reinforcement (a need to spot certain types of minions) on this card whatsoever, so you can take a few Shadow phases to stock this condition with tokens. When your Dunlendings do show up (better late than never, eh?), they have a fighting chance at disabling anything the fellowship can throw at them.

DWARVEN

Gimli, Unbidden Guest. This version of Gimli is unique in that he allows a previously weak skirmisher, Legolas, to become a minion-killing fiend. Not only will Gimli win all his skirmishes (as usual), Legolas will also be able to take advantage of nifty weapons like **Bow of the Galadhrim** and **Long-knives of Legolas**. Players might even revert to using **Legolas, Prince of Mirkwood** to win skirmishes against Nazgûl with relative ease. Directed archery may seem like the greatest *LotR* strategy ever, but in *The Two Towers*, it loses a bit of its oomph, making **Legolas, Greenleaf** a tad less desirable.

Quick As May Be. There are many ways for *The Two Towers* minions to use their game text and their vitality for maneuver actions. Quick As May Be allows you to prevent such things, not to mention providing some swarm protection for your Ring-bearer. Also, if Gimli and Legolas are part of a mainly Elven fellowship, the extra wounds will help trigger some Elven skirmish abilities. Throw a couple copies of Quick As May Be at your opponent's minions, then let your archery total take over — there won't much left to fight!

My Axe Is Notched. Much like **Final Count** (in

fact, an almost mirror image), **My Axe Is Notched** provides Gimli with a solution to those nasty weapon-bonus cancellers like **Troop of Uruk-hai**. Gimli will also become a powerhouse, topping out at 11 strength while carrying his axe and backed by a fully loaded **Notched**. Throw a couple of strength events into the mix for that extra punch.

From the Armory. **Armor** from *Fellowship* is a great card, preventing extra wounds from hitting your Gondor men. Put **Armor** on Boromir, Aragorn, or Eowyn, and you've got a nigh-invulnerable companion. From the Armory is head-and-shoulders above **Armor** in its effectiveness, but only works for Dwarves. It gives all Dwarves the protection **Armor** would provide with just one card. It also allows you to cycle your hand with unused Free Peoples cards that may be causing a clog.

Axe of Erebor. The core card of the Dwarven card-stacking strategy, **Axe of Erebor** not only provides you with a means to win skirmishes, it gives you a way to channel those cards you've put on Dwarven conditions. **Ever My Heart Rises**, **From the Armory**, and **Here Is Good Rock** will all have cards stacked on them at some point during a game, and the **Axe** is the logical way to bring those cards together. It's a hub for Dwarven cycling.

39. **Wild Man Raid** R 1
Event. Maneuver: Spot 3 [Dunland] Men to discard a Free Peoples possession or condition.

40. **Wulf, Dunlending Chieftain** R 4
Minion • Man. Fierce. Response: If another [Dunland] Man wins a skirmish, exert Wulf to take control of a site. 10/2/3/[TT]

Dwarven

41. **Axe of Erebor** R 2
Possession • Hand Weapon. Bearer must be Gimli. He is damage +1. Skirmish: Discard a [Dwarven] condition or a card stacked on a [Dwarven] condition to make Gimli strength +1. +2/-

42. **Best Company** C 0
Event. Skirmish: Make a Dwarf strength +2 (or +4 if at a battleground).

43. **Come Here Lad** U 0
Event. Fellowship: Stack the top 2 cards from your

draw deck on a [Dwarven] condition that has a card already stacked on it.

44. **Courtesy of My Hall** C 1
Condition. Plays to your support area. When you play this condition, stack a card from your discard pile here. Fellowship: Discard a Free Peoples card stacked here to heal a Dwarf.

45. **Dwarven Foresight** R 0
Event. Fellowship: Spot a Dwarf to take a Free Peoples card stacked on a [Dwarven] condition into hand.

46. **Ever My Heart Rises** R 3
Condition. Tale. Plays to your support area. When you play this condition, reveal the top 6 cards of your draw deck and stack them here. Fellowship: Spot a Dwarf and discard the top card of your draw deck to take a Free Peoples card stacked here into hand.

47. **From the Armory** U 0
Condition. Plays to your support area. Skirmish: Exert a Dwarf and stack a Free Peoples card from hand here to prevent all wounds to that Dwarf.

48. **Gimli, Lockbearer** R 2
Companion • Dwarf. Damage +1. Gimli is strength +1 for each unbound Hobbit companion you can spot. 6/3/A

49. **Gimli, Unbidden Guest** C 2
Companion • Dwarf. Damage +1. Skirmish: Exert Gimli to make an unbound companion strength +1 (or +2 if that companion is Legolas). 6/3/G

50. **Here Is Good Rock** C 1
Condition. Tale. Plays to your support area. Skirmish: Stack a Free Peoples card from hand here to make a Dwarf damage +1.

51. **Khazâd Ai-mënu** C 1
Event. Skirmish: Make a Dwarf strength +2 (or strength +3 and damage +1 if you spot Legolas).

52. **My Axe Is Notched** R 1
Condition. Plays to your support area. Each time Gimli wins a skirmish, place a [Dwarven] token on this card. While you can spot X [Dwarven] tokens on this card and the same number of [Elven] tokens on **Final Count**, Gimli is strength +X (limit +3).



53. **Quick As May Be** U 1
Event. Maneuver: Spot a Dwarf companion and an Elf companion to wound a minion.

54. **Rest by Blind Night** R 0
Event. Regroup: Shuffle any number of [Dwarven] conditions (and all cards stacked on them) into your draw deck.

55. **Restless Axe** R 2
Event. Regroup: Exert a Dwarf to shuffle a [Dwarven] condition (and all cards stacked on it) into your draw deck. Exert a minion for each card shuffled into your draw deck.

56. **Search Far and Wide** C 0
Event. Fellowship: Spot a Dwarf and discard the top card of your draw deck to draw 2 cards.

57. **Stout and Strong** U 0
Condition. Plays to your support area. Each time a Dwarf wins a skirmish, you may place a [Dwarven] token on this card. Skirmish: Make an unbound companion strength +1 for each [Dwarven] token here (limit +3). Discard this condition.

Elven

58. **Alliance Reforged** R 3
Event. Tale. Fellowship: Draw a card for each Elf companion you spot.

59. **Arrow and Blade** U 0
Event. Skirmish: Exert X Elf companions to make a minion skirmishing an unbound companion strength -X.

60. **Blades Drawn** U 1
Condition. To play, spot 3 Elves. Plays to your support area. For each wound on each minion, that minion is strength -2. Discard this condition during the regroup phase.

61. **Company of Archers** R 1
Event. Archery: Spot 2 Elf companions to discard a condition.

ELVEN

Legolas, Dauntless Hunter. This is the new essential for all sorts of viable pool-choke decks. Spotting two unbound Hobbits can be tricky, but it can be well worth the trouble of keeping Merry and Pippin alive. Any powerful cost-reducing Shadow card now becomes horribly inefficient. **Goblin Armory**, **Morgul Gates**, and **Under the Watching Eye** now cost two twilight each, while previously formidable skirmish and maneuver events like **Savagery to Match Their Numbers**, **Bred for Battle**, and **Hate** also have their costs increased by two.

Elven Bow. This card was in the first set! Why is it one of the top five here and not back then? First, it wasn't terribly useful in *Fellow-*



ship, because you had to play all sorts of silly Elf companions to make it useful. Second, in *The Two Towers*, there are some awfully useful companions to play it on (i.e., companions who won't get killed after only one skirmish). The **Elven Bow** is so strong in this new set that players will see more cards like **Spies of Saruman**, **Saruman, Keeper of Isengard**, **Saruman, Rabble-rouser**, **Wreathed in Shadow** and **Hides** to deal with it.

Lorien Swordsman. With the current buzz surrounding **Éomer, Third Marshal of Riddermark**, it surprises me that no one has noticed this little powerhouse. Combined with any amount of archery support, an **Elven Sword**, and a couple of skirmish events, this guy will eliminate larger minions easily. Any high-vitality minion may now suffer for being too hardy. Also, unlike many other elves in *The Two*

Towers, **Lorien Swordsman** can wield a bow and add to the archery total with it.

Elven Sword. Any Elven companion can be a skirmishing marvel when equipped with a weapon like this. Although close to **Gwemegil** in gameplay function, the **Elven Sword** follows the strength-reducing pattern of the **Lórien** elves from *The Two Towers*. This sword provides the great ability to cycle your hand. What **Gwemegil** used to accomplish can be taken care of by this simple common card. If **Arwen** dies, **Gwemegil** is useless, but the **Elven Sword** can go on any Elf.

Final Count. I can't stress enough how **Ulairë Cantëa** and **Troop of Uruk-hai** defined the *Fellowship* environment by making most weapons useless. Players began to look for other ways to add strength to their companions, like **The Last Alliance of Elves and Men**, **There and Back Again**, and **Gift of the Everstar**. **Final Count** extends this option to the previous underdogs, the Elves. Legolas suddenly becomes an even more formidable fighter, especially when equipped with **Bow of the Galadhrim** and **Long-knives of Legolas**.



67. •Ferevelid, Son of Thandronen C 2
Companion • Elf. To play, spot an Elf. Skirmish: Exert Ferevelid and discard an [Elven] token from your condition to wound a minion Ferevelid is skirmishing. 5/3

68. •Ferevellon, Son of Thandronen C 2
Companion • Elf. To play, spot an Elf. Skirmish: Exert Ferevellon to make a minion skirmishing him strength -2. 5/3

69. •Final Count R 1
Condition. Plays to your support area. Each time Legolas wins a skirmish, you may place an [Elven] token on this card. While you can spot X [Elven] tokens on this card and the same number of [Dwarven] tokens on My Axe Is Notched, Legolas is strength +X (limit +3).

70. Flashing Steel C 0
Event. Skirmish: Exert an Elf to make a minion skirmishing that Elf strength -3.

71. •Haldir, Emissary of the Galadhrim C 2
Companion • Elf. While no opponent controls a site, Haldir is strength +2. Regroup: Exert Haldir at a battleground and exert another Elf to liberate a site. 5/3

72. Killing Field R 1
Condition. To play, spot 3 Elves. Plays to your support area. Each wounded minion is prevented from being fierce. Discard this condition during the regroup phase.

73. •Legolas, Dauntless Hunter R 2
Companion • Elf. Archer. The twilight cost of each Shadow event and Shadow condition is +1 for each unbound Hobbit you can spot. 6/3/A

74. •Legolas, Elven Comrade C 2
Companion • Elf. Archer. Skirmish: Exert Legolas to make a minion skirmishing an unbound companion strength -1 (or -2 if that companion is Gimli). 6/3/G

75. Lembas R 1
Possession. To play, spot 3 Elves. Bearer must be a companion. Regroup: Discard this possession to reconcile your hand.

76. Lórien Guardian C 2
Companion • Elf. Regroup: Exert this companion to make a Shadow player wound a minion. 5/3

77. Lórien Is Most Welcome U 1
Condition. To play, spot 3 Elves. Plays to your support area. Each wounded minion loses all damage bonuses. Discard this condition during the regroup phase.

78. Lórien Swordsman C 2
Companion • Elf. Each minion skirmishing this companion is strength -2 for each wound on that minion. 5/3

79. Night Without End R 1
Event. Response: If an Elf wins a skirmish, exert that Elf to liberate a site or wound a minion.

80. •Ordulus, Young Warrior U 1
Companion • Elf. To play, spot an Elf. The twilight cost of each ranged weapon played on Ordulus is -1. 5/2

81. •Penedhel, Naith Warrior U 2
Companion • Elf. To play, spot an Elf. While Penedhel bears a ranged weapon, he is strength +2 and he does not add to the fellowship archery total. 6/3

82. •Strength of Arms U 1
Condition. Plays to your support area. Each time an Elf wins a skirmish, you may place an [Elven] token on this card. Skirmish: Make a minion skirmishing an Elf strength -1 for each [Elven] token here (limit -3). Discard this condition.

83. Supporting Fire C 1
Event. Skirmish: Make an Elf strength +2 (or +3 if you spot 3 Elf companions).

84. Sword-wall R 2
Event. Skirmish or Regroup: Spot 3 Elf companions to liberate a site or exert a minion.

85. •Thandronen, Veteran Protector C 2
Companion • Elf. To play, spot an Elf. Regroup: Exert Thandronen to discard a minion stacked on a condition or stacked on a site. 5/3

86. •Thónnas, Naith Captain U 2
Companion • Elf. To play, spot an Elf. While Thónnas bears a ranged weapon, each minion skirmishing him is strength -2 and Thónnas does not add to the fellowship archery total. 6/3

87. Valor C 1
Event. Skirmish: Make an Elf strength +2 (or +3 if skirmishing a wounded minion).

Gandalf

88. •Behold the White Rider U 2
Condition. Plays to your support area. Each time Gandalf wins a skirmish, you may place a [Gandalf] token here. Skirmish: Wound a minion skirmishing Gandalf for each [Gandalf] token here. Discard this condition.

For those of you who enjoyed the power of **Sleep**, **Caradhras**, **Grown Suddenly Tall** provides all of its bonuses with none of its drawbacks — though it costs almost twice as much. Is increased cost really a drawback compared to the exertion required by **Sleep**, **Caradhras**? Most would say “no,” some would say “definitely.” But since keeping your characters alive and unharmed is all-important in this game, I’ll have to go with “no” for now.

Gandalf’s Staff, Walking Stick. Not quite as versatile as **Gandalf’s Staff, Walking Stick** is a bit more potent. Damage +2 can send almost any minion reeling if they lose a skirmish, and spotting two twilight pool makes this artifact only slightly harder to use than the older version. If you’re already adding lots of twilight with **The White Wizard**, this shouldn’t be too hard to accomplish. Good ways to ensure that your two (or three) pool will be around during the skirmish phase include **Deep In Thought**, **Shoulder to Shoulder** or ...

Mithrandir, Mithrandir! Overwhelming the Ring-bearer is a huge factor in the game and the best way to achieve it is to play more minions than your opponent has companions. Many of these minions may be inexpensive to play and will therefore have lower stats than most. Take **Moria** goblins, for example. The average goblin has a strength of five or six and a vitality of one. This card will clean up those goblins and also be a factor against both **Raiders** and **Uruk-hai** from **The Two Towers**, protecting your fellowship from an opponent’s swarm and enabling you to move twice.



89. •Gandalf, Greyhame R 4
Companion • Wizard. Fellowship: If the twilight pool has fewer than 2 twilight tokens, add 2 to play a character from your discard pile. 7/4/T

90. •Gandalf, The White Wizard C 4
Companion • Wizard. While you can spot 3 twilight tokens, Gandalf is strength +3. 7/4/G

91. •Gandalf’s Staff, Walking Stick R 2
Artifact • Staff. Bearer must be Gandalf. While you can spot 2 twilight tokens, Gandalf is damage +2. -/+1

92. Grown Suddenly Tall R 5
Event. Spell. Fellowship: Spot Gandalf to discard all conditions.

93. Have Patience C 3
Event. Fellowship: Spot Gandalf to heal an unbound companion twice.

94. •Hearken to Me R 0
Condition. Spell. To play, spot Gandalf. Bearer must be Theoden. Discard all Shadow conditions on Theoden. Shadow conditions may not be played on Theoden. +2/+1

95. Into Dark Tunnels R 3
Event. Spell. Response: If you play a [Gandalf] event, exert Gandalf twice to place that event in your hand instead of your discard pile.

96. Keep Your Forked Tongue U 1
Event. Skirmish: Spot Gandalf and 3 twilight tokens to prevent all wounds to a companion who has the Gandalf signet.

97. Long I Fell C 2
Event. Spell. Skirmish: Spot Gandalf to prevent all wounds to him. Any Shadow player may make you wound a minion to prevent this.

98. Mithrandir, Mithrandir! C 3
Event. Spell. Maneuver: Exert Gandalf to wound each minion who has strength of 6 or less.

99. Roll of Thunder U 3
Event. Fellowship or Maneuver: Spot Gandalf to discard a Shadow possession or Shadow artifact.

100. •Shadowfax R 2
Possession • Mount. Bearer must be Gandalf. Discard any hand weapon he bears. Gandalf may not bear a hand weapon. At the start of each skirmish involving Gandalf, each minion skirmishing him must exert. +2/-

101. Stump and Bramble U 1
Event. Maneuver: Spot an [Isengard] minion and an Ent ally. Until the regroup phase, that ally is damage +2 and participates in archery fire and skirmishes.

102. Task Was Not Done C 3
Event. Spell. Regroup: Exert Gandalf to discard up to 2 wounded minions.

103. •Treebeard, Earthborn R 4
Ally • Home 2[TT] & 8[TT] • Ent. Unhappy. Response: If an unbound Hobbit is about to be discarded, stack him here instead. Fellowship: Exert Treebeard and add 2 to play an unbound Hobbit stacked here. 12/4

104. •Treebeard, Oldest Living Thing C 4
Ally • Home 2[TT] & 8[TT] • Ent. Unhappy. Fellowship: Exert Treebeard and discard an unbound companion from hand to heal an unbound companion. 12/4

105. Under the Living Earth C 1
Event. Skirmish: Make Gandalf strength +1 for each twilight token you spot (limit +5).

106. Well Met Indeed R 5
Event. Fellowship: Spot an Elf, a [Gondor] Man, and a Dwarf to play Gandalf from your dead pile.

107. Windows in a Stone Wall R 1
Condition. To play, exert an Ent. Plays on that Ent. Response: If an [Isengard] minion is killed, discard this condition to reveal the top 10 cards of an opponent’s draw deck. Discard 1 Shadow card and 1 Free Peoples card revealed. Your opponent reshuffles that deck.

108. Wizardry Indeed U 4
Event. Maneuver: If you can spot more minions than companions, exert Gandalf to make an opponent discard a minion.

GANDALF

Shadowfax. This card is a real beast — no kidding! He’s awesome. Does anyone remember Ulairë Cantëa and **Troop of Uruk-hai** giving players a headache? They just don’t work anymore with **Shadowfax** carting Gandalf to battle, because he’s a possession — not a weapon — whose bonuses these minions can’t nullify. He is, however, a finicky horse since he won’t allow you to carry a hand weapon. **Glamdring**, Gandalf’s former weapon of choice, becomes nearly obsolete, as **Shadowfax** is really damage +1 in disguise. In combination with the **Walking Stick**, Gandalf will really be a damage +3.

Gandalf, the White Wizard. Gandalf has always been an enigma to the Free Peoples of Middle-earth. His actions and counsels were often misunderstood. The White Wizard is an enigma for **LotR** players as well, relying on unspent enemy resources to fuel his power. Once players realize that it’s easier (and sometimes beneficial) to flood the twilight pool than to minimize it, Gandalf will capitalize on this, especially with some of his new high-cost maneuver and skirmish events. Having a 10-strength companion is a great bonus, especially when he can wield both his new staff and ride **Shadowfax**, giving him five vitality, a possible strength of 12, and damage +2.

Grown Suddenly Tall.



GONDOR

Faramir, Son of Denethor.

Much like his older brother, **Boromir, Lord of Gondor**, I affectionately call this guy "The Insurance Salesman." Once you assign Faramir to a skirmish, there are literally no surprises that your opponent can throw at him. He is the wall that a sea of minions will break upon. With a **Sword of Gondor**, a **Flaming Brand**, and **Boromir, My Brother**, it's rare that any Nazgûl, Sauron Orc or Uruk-hai will defeat him in a skirmish. His ability is so far-reaching in its capabilities that I don't think anyone can really predict how powerful he *really* is.

Aragorn, Heir of Elendil. He's not a ranger, he doesn't heal anyone, and he doesn't remove twilight pool — but straight-up "defender +1" is hard to beat! This Aragorn is the greatest fighter in *LotR* to date. He'll take on Moria minions, Uruks, and Sauron trackers two at a



Similar in effect to **Trust Me As You Once Did**, Help in Doubt and Need allows a player to centralize or evenly distribute the number of wounds his companions will take. If Aragorn or Boromir are in trouble, Éowyn or Éomer can exert, or vice versa. In combination with some of Rohan's healing villagers, **Éowyn, Sister-daughter of Théoden**, and **Armor or Coat of Mail**, this card can wipe the floor with any Uruk-hai deck. Hopefully it will increase the importance of canceling Free Peoples conditions so that cards like **Shadow's Reach**, **The Pale Blade**, and

time. Not only will he gain +4 strength from **Swordarm of the White Tower**, but with his new sword, **The Last Alliance of Elves and Men**, and a **Flaming Brand**, he might even take on a couple Nazgûl and survive — or win. A dangerous card to look out for with this guy is **Boromir's Gauntlets**. He'll defend against a couple of minions and then exert to cancel his skirmish.

Help in Doubt and Need.

Discovered will see play more often.

Boromir, My Brother. A central card to a new deck archetype, Boromir, My Brother not only boosts Faramir's capabilities (he may make an extra exertion and he's 33% harder to kill), but also allows him to help other Ring-bound rangers in the fellowship. In a core-Gondor deck, the difference between winning and losing a skirmish may often come down to a single +1 strength bonus. Hand cycling is also an essential part of *LotR*, and Boromir, My Brother's ability to get rid of unwanted cards is a great asset.

Mablung, Soldier of Gondor. Gondor rangers are experts at tracking and slaying roaming minions. Mablung (as well as **Faramir, Captain of Gondor** and **Damrod, Soldier of Gondor**) has the ability to capitalize on his lesser companions' abilities. Equipped with a **Ranger's Bow**, he can kill any roaming minion with only two exertions. The real question is, "How do I heal this guy so I can use him again and again?" The answer: Use cards like **Athelas**, **Have Patience**, **Master of Healing**, **Might of Numenor**, **Aragorn's Pipe**, or just another copy of Mablung discarded to heal.

Gondor

- 109. •Aragorn, Heir of Elendil** C 4
Companion • Man. Defender +1. 8/4/G
- 364. •Aragorn, Wingfoot** P 4
Companion • Man. Ranger. Each time the fellowship moves, you may wound a minion for each unbound Hobbit you spot. 8/4/A
- 110. Arrows Thick in the Air** U 3
Event. Archery or Skirmish: Exert 2 Ring-bound Men to wound each roaming minion.
- 111. •Boromir, My Brother** R 0
Condition. Bearer must be Faramir. Skirmish: Discard a [Gondor] card from hand to make a Ring-bound Man strength +1. -1/1
- 112. •Boromir's Gauntlets** C 1
Possession • Gauntlets. Bearer must be a [Gondor] Man. Skirmish: Exert bearer to cancel a skirmish involving bearer. Any Shadow player may remove to prevent this.
- 113. Curse Them** C 0
Event. Skirmish: Exert a Ring-bound Man to cancel a skirmish involving a roaming minion.
- 114. •Damrod, Ranger of Ithilien** U 2
Companion • Man. Ring-bound. Ranger. To play, spot a Ring-bound Man. Skirmish: Exert Damrod to exhaust a Man he is skirmishing. 6/3
- 115. Defend It and Hope** C 0
Event. Maneuver: Exert a [Gondor] Man to wound a minion once (or twice if that minion is an Uruk-hai).
- 116. •Faramir, Captain of Gondor** R 3
Companion • Man. Ring-bound. Ranger. The twilight cost of each other [Gondor] Man in your starting fellowship is -1. While skirmishing a roaming minion, Faramir is strength +2. 7/3/A



- 117. •Faramir, Son of Denethor** C 3
Companion • Man. Ring-bound. Ranger. An opponent may not play skirmish events or use skirmish special abilities during skirmishes involving Faramir. 7/3/F
- 118. •Faramir's Bow** R 1
Possession • Ranged Weapon. Bearer must be Faramir. He is an archer. Skirmish: If Faramir is skirmishing a Man or a roaming minion, exert Faramir to wound that minion.
- 119. •Faramir's Cloak** R 0
Possession • Cloak. Bearer must be Faramir. Each roaming minion skirmishing a Ring-bound Man is strength -1.
- 120. •Forbidden Pool** R 0
Condition. Plays to your support area. While the fellowship is at site 6[TT], each Ring-bound Man takes no more than 1 wound during each skirmish phase. Fellowship: Add ♠ and discard this condition to heal a Ring-bound Man.
- 121. •Forests of Ithilien** R 0
Condition. Plays to your support area. While the fellowship is at site 5[TT], the site number of each Man in a skirmish is +2. Regroup: Discard this condition and exert a Ring-bound Man to liberate a site.
- 122. Gondorian Ranger** C 2
Companion • Man. Ring-bound. Ranger. The site number of each minion assigned to skirmish a Ring-bound Man is +2. 5/3
- 123. Hard Choice** U 1
Event. Fellowship: Spot Aragorn to heal a companion who has the Aragorn signet twice.
- 124. Help in Doubt and Need** C 2
Condition. Plays to your support area. Skirmish: Exert an unbound [Gondor] Man to make a [Rohan] companion strength +2, or exert a [Rohan] companion to make an unbound [Gondor] Man strength +2.
- 125. •Henneth Annûn** R 0
Condition. Plays to your support area. While the fellowship is at site 6[TT], each roaming minion skirmishing a Ring-bound companion is strength -2. Skirmish: Spot a [Gondor] Man and discard this condition to wound a roaming minion.
- 126. •Ithilien Trap** U 2
Condition. Plays to your support area. Each time a [Gondor] Man wins a skirmish, you may place a [Gondor] token here. Maneuver: Exert a minion for each [Gondor] token here (limit 3). Discard this condition.
- 127. •Mablung, Soldier of Gondor** U 2
Companion • Man. Ring-bound. Ranger. To play, spot a Ring-bound Man. Skirmish: Exert Mablung to exhaust a roaming minion he is skirmishing. 6/3
- 128. New Errand** C 1
Event. Skirmish: Spot a Ring-bound Man to make a minion's site number +2. If that minion loses this skirmish, you may wound a minion.
- 129. Pathfinder** C 0
Event. Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).

- 130. Ranger of Ithilien** C 3
Companion • Man. Ring-bound. Ranger. When this companion is in your starting fellowship, his twilight cost is -1. While skirmishing a roaming minion, this companion is strength +2. 6/3
- 131. Ranger's Bow** C 1
Possession • Ranged Weapon. Bearer must be a Ring-bound Man. Skirmish: If bearer is skirmishing a Man or a roaming minion, exert bearer to wound that minion.
- 132. •Ranger's Sword, Blade of Aragorn** U 1
Possession • Hand Weapon. Bearer must be Aragorn. While skirmishing an Uruk-hai, Aragorn is strength +2. +2/-
- 133. •Ruins of Osgiliath** R 0
Condition. Plays to your support area. While the fellowship is at site 7[TT], each Ring-bound Man is defender +1. Skirmish: Spot a Ring-bound Man and discard this condition to wound an opponent's Man.
- 134. Sword of Gondor** C 1
Possession • Hand Weapon. Bearer must be a [Gondor] Man. While skirmishing a Man or a roaming minion, bearer is damage +1. +2/-
- 135. War and Valor** C 0
Event. Skirmish: Make a [Gondor] Man strength +2 (or +3 and damage +1 if skirmishing a roaming minion).

Isengard

- 136. Advance Uruk Patrol** U 5
Minion • Uruk-hai. Damage +1. While at a battle-ground, this minion is fierce. While you control a battle-ground, this minion is strength +4. 10/3/5[TT]
- 137. Attack on Helm's Deep** C 0
Condition. Plays to your support area. Shadow: Play an Uruk-hai to place an [Isengard] token on this card. Regroup: Remove 3 [Isengard] tokens from this card and discard an Uruk-hai to take control of a site.
- 138. Band of Uruk Bowman** U 5
Minion • Uruk-hai. Archer. Damage +1. While you control a site, the minion archery total is +1. 7/3/5[TT]
- 139. Banished** R 0
Condition. To play, exert Saruman or an [Isengard] Man. Plays on a Free Peoples Man. Each time another ally or companion loses a skirmish, bearer must exert.
- 140. Beyond All Hope** R 5
Event. Maneuver: Exert 2 Uruk-hai to add a burden for each card in the dead pile.
- 141. Beyond Dark Mountains** C 0
Event. Response: If a companion or ally is killed, exert an [Isengard] minion to add a burden (or 2 burdens if Aragorn, Gandalf, or Théoden is killed).
- 142. Broad-bladed Sword** C 1
Possession • Hand Weapon. Bearer must be an Uruk-hai. Bearer may not take wounds (except during skirmish phases). +2/-
- 143. Brought Back Alive** U 0
Event. Search. Assignment: Exert an [Isengard] tracker or to assign it to an unbound companion. That companion may exert to prevent this (unless that companion is a Hobbit).

- 144. Burning of Westfold** R 0
Condition. Plays to your support area. Shadow: If you control a site, play an Uruk-hai to discard a Free Peoples condition.
- 145. Cloud of Arrows** C 0
Event. Archery: Exert an [Isengard] archer to make the minion archery total +1 and the fellowship archery total -1.
- 146. Come Down** R 0
Condition. Plays to your support area. Archery: Spot 2 [Isengard] archers to make allies take wounds from archery fire instead of companions.
- 147. Covering Fire** U 0
Condition. To play, spot 2 [Isengard] archers. Plays to your support area. The Free Peoples player may not play archery events or use archery special abilities. Discard this condition during the regroup phase.
- 148. •Down to the Last Child** U 2
Condition. Plays to your support area. Each time a companion or ally loses a skirmish involving an Uruk-hai, place an [Isengard] token on this card. Shadow: Remove 2 [Isengard] tokens from this card to take control of a site.
- 149. Driven Back** R 3
Event. Archery: Spot 2 [Isengard] archers to make the minion archery total +1 for each card in the dead pile.
- 150. •Elite Crossbowman** R 7
Minion • Uruk-hai. Archer. Damage +1. Archery: Exert Elite Crossbowman to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total. 9/3/5[TT]
- 151. Ferocity** C 0
Event. Skirmish: Make an Uruk-hai strength +2 (or +3 if at a battle-ground).
- 152. Get Back** U 0
Event. Assignment: Prevent an [Isengard] tracker from being assigned to a skirmish by any player.
- 153. •Gríma, Son of Galmód** C 2
Minion • Man. Each unbound companion (or ally) bearing a Shadow condition is strength -1. 4/3/3[TT]
- 154. •Gríma, Wormtongue** R 2
Minion • Man. Maneuver: Exert Gríma and spot an unbound companion bearing 3 or more cards to return each Free Peoples card that companion bears to its owner's hand. 4/3/3[TT]
- 155. Haunting Her Steps** U 0
Event. Response: If a special ability of an ally or unbound companion is used, exert Gríma to cancel that action.
- 156. Kill Them Now** C 0
Event. Skirmish: Make an [Isengard] tracker strength +2 (or +4 if skirmishing a character bearing a search card).
- 157. Leechcraft** R 0
Condition. Spell. To play, exert Saruman or an [Isengard] Man. Plays on a Free Peoples Man. Special abilities in bearer's game text may not be used. -1/-
- 158. •Lieutenant of Orthanc** R 7
Minion • Uruk-hai. Damage +1. Maneuver: Exert Lieutenant of Orthanc to make another Uruk-hai fierce until the regroup phase. 12/3/5[TT]



- 159. Many Riddles** U 1
Condition. Search. To play, exert an [Isengard] tracker. Plays on a companion (except the Ring-bearer). Assignment: Exert an [Isengard] tracker and remove to assign that tracker to bearer. Bearer may exert to prevent this. -1/-
- 160. •Mauhúr, Patrol Leader** R 3
Minion • Uruk-hai. Tracker. Fierce. Skirmish: Remove to prevent an [Isengard] tracker from taking wounds. 9/2/5[TT]
- 161. Men Will Fall** U 1
Event. Skirmish: Spot Saruman or an [Isengard] Man to make an unbound companion strength -2.
- 162. New Power Rising** R 2
Event. Regroup. Spot Saruman or an [Isengard] Man, reveal your hand, and discard all Free Peoples cards revealed to take an [Isengard] card into hand from your discard pile.
- 163. No Dawn for Men** R 2
Event. Maneuver: Exert an Uruk-hai to exert X unbound companions, where X is the number of sites you control.
- 164. •Orthanc Champion** R 5
Minion • Uruk-hai. Damage +1. Assignment: Exert Orthanc Champion to assign it to an unbound companion. That companion may exert to prevent this. 12/2/5[TT]
- 165. Orthanc Warrior** C 2
Minion • Uruk-hai. Damage +1. 7/2/5[TT]
- 166. •The Palantir of Orthanc, Seventh Seeing-stone** R 0
Artifact • Palantir. To play, spot an [Isengard] minion. Plays to your support area. Shadow: Spot an [Isengard] minion and remove to reveal the top card of any draw deck. You may place that card beneath that draw deck.
- 167. Pillage of Rohan** R 0
Condition. Plays on a site you control. While an Uruk-hai is stacked on this site, the Free Peoples player may not play skirmish events or use skirmish special abilities.

- 168. Race Across the Mark** R 0
Condition. Plays to your support area. Skirmish: Spot a site you control and remove to cancel a skirmish involving an Uruk-hai.
- 169. •Ranged Commander** R 4
Minion • Uruk-hai. Archer. The twilight cost of each [Isengard] archer is -1. Archery: Exert Ranged Commander to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total. 8/2/5[TT]
- 170. •Ranks Without Number** U 1
Condition. Plays to your support area. Each time the Free Peoples player assigns an ally to a skirmish, you may play an [Isengard] minion from your discard pile. That minion's twilight cost is -2.
- 171. Rest While You Can** R 1
Condition. Search. To play, spot an [Isengard] tracker. Plays on a companion. Limit 1 per companion. If bearer is killed, reveal the top 10 cards of opponent's draw deck and discard 1 Shadow card and 1 Free Peoples card. Your opponent reshuffles that deck.
- 172. Rohan Is Mine** R 0
Condition. To play, spot Saruman or an [Isengard] Man. Plays on a Free Peoples Man. Each time the Free Peoples player assigns bearer to a skirmish, exert each ally.
- 173. •Saruman, Black Traitor** R 4
Minion • Wizard. Saruman may not take wounds during the archery phase and may not be assigned to a skirmish. When you play Saruman, you may discard a condition. Shadow: Exert Saruman to play Saruman's Staff from your discard pile. 8/4/4[TT]
- 174. •Saruman's Staff, Wizard's Device** R 2
Artifact • Staff. Plays on Saruman. He is fierce and damage +1. Maneuver: Make the first sentence of Saruman's game text not apply until the regroup phase. +2/-
- 175. Still They Came** C 1
Event. Skirmish: Exert an Uruk-hai who is not assigned to a skirmish to make another Uruk-hai strength +3.
- 176. •Uglúk, Servant of Saruman** R 4
Minion • Uruk-hai. Tracker. Fierce. The roaming penalty for each [Isengard] tracker you play is -2. While you can spot 2 [Isengard] trackers, Uglúk is strength +3. While you can spot 3 [Isengard] trackers, Uglúk is damage +1. 9/3/5[TT]
- 177. Uglúk's Sword** R 1
Possession • Hand Weapon. Bearer must be an Uruk-hai. Shadow: If bearer is Uglúk, exert it and discard a minion from hand to play a minion. Its twilight cost is -3. -4/-
- 178. •Unferth, Gríma's Bodyguard** C 2
Minion • Man. Each time the Free Peoples player assigns a companion or ally to an [Isengard] Man, that companion or ally must exert. 6/2/3[TT]
- 179. Uruk Assault Band** R 7
Minion • Uruk-hai. Damage +1. To play, spot an Uruk-hai. While at a battleground, this minion is fierce. While you control a battleground, this minion is strength +6. While you control 2 battlegrounds, this minion may not take wounds. 14/3/5[TT]
- 180. Uruk Besieger** C 2
Minion • Uruk-hai. Damage +1. Regroup: Stack this

- minion on a site you control. Shadow: If stacked on a site you control, play this minion. Its twilight cost is -1. 6/2/5[TT]
- 181. Uruk Chaser** C 4
Minion • Uruk-hai. Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +2. 9/2/5[TT]
- 182. Uruk Crossbow Troop** U 4
Minion • Uruk-hai. Archer. When you play this minion, you may place an [Isengard] token on a machine. 8/2/5[TT]
- 183. Uruk Crossbowman** C 3
Minion • Uruk-hai. Archer. Archery: Exert this minion to make the Free Peoples player wound an unbound companion; this minion does not add to the minion archery total. 6/2/5[TT]
- 184. Uruk Defender** C 4
Minion • Uruk-hai. Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +2. 9/2/5[TT]
- 185. Uruk Fanatic** C 4
Minion • Uruk-hai. Damage +1. If there are at least 3 cards in the dead pile, this minion is fierce. 9/2/5[TT]
- 186. Uruk Follower** R 5
Minion • Uruk-hai. Tracker. Fierce. Unbound Hobbits may not be discarded. Response: If an unbound Hobbit is killed, exert this minion to add a burden. 10/3/5[TT]
- 187. Uruk Foot Soldier** C 1
Minion • Uruk-hai. Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +3 and damage +1. 5/1/5[TT]
- 188. Uruk Hunter** U 6
Minion • Uruk-hai. Tracker. Fierce. Unbound Hobbits may not be discarded. Response: If an unbound Hobbit is killed, exert this minion twice to exhaust a companion. 12/3/5[TT]
- 189. Uruk Plains Runner** C 2
Minion • Uruk-hai. 7/1/5[TT]
- 190. Uruk Pursuer** C 2
Minion • Uruk-hai. Tracker. Fierce. Unbound Hobbits may not be discarded. Response: If an unbound Hobbit is killed, exert this minion to make the Free Peoples player wound an unbound companion. 5/3/5[TT]
- 191. Uruk Rear Guard** C 6
Minion • Uruk-hai. Damage +1. Skirmish: Exert this minion at a battleground to make another Uruk-hai strength +1. 12/4/5[TT]
- 192. Uruk Regular** C 3
Minion • Uruk-hai. Damage +1. Shadow: Exert this minion to play an Uruk-hai; its twilight cost is -1 for each other Uruk-hai you can spot. 8/2/5[TT]
- 193. Uruk Runner** C 3
Minion • Uruk-hai. Tracker. Fierce. During a fierce skirmish involving this minion, it is strength +2. 8/2/5[TT]
- 194. Uruk Searcher** U 4
Minion • Uruk-hai. Tracker. Fierce. While skirmishing a character bearing a search card, this minion is strength +2 and damage +1. 9/2/5[TT]
- 195. Uruk Seeker** C 2
Minion • Uruk-hai. Tracker. Fierce. While skirmishing a character bearing a search card, this minion is strength +2 and damage +1. 6/2/5[TT]

- 196. Uruk Spear** C 1
Possession • Hand Weapon. Bearer must be an Uruk-hai. Maneuver: Exert bearer to discard a Free Peoples mount. +2/-
- 197. Uruk Stalker** C 3
Minion • Uruk-hai. Damage +1. While an ally is in the dead pile, this minion is strength +3 and fierce. 8/2/5[TT]
- 198. Uruk Stormer** C 3
Minion • Uruk-hai. Damage +1. Each time a companion or ally is killed during a skirmish involving an Uruk-hai, you may take control of a site. 8/2/5[TT]
- 199. Uruk Trooper** R 4
Minion • Uruk-hai. Damage +1. Regroup: Stack this minion on a site you control. Shadow: If stacked on a site you control, play this minion. Its twilight cost is -1. 9/2/5[TT]
- 200. Uruk Vanguard** R 10
Minion • Uruk-hai. Damage +1 (or damage +2 if at a battleground). To play, spot an Uruk-hai. While at a battleground, this minion is fierce. 17/4/5[TT]
- 201. Uruk Veteran** U 3
Minion • Uruk-hai. Damage +1. Regroup: Stack this minion on a site you control. Shadow: If stacked on a site you control, play this minion. Its twilight cost is -1. 8/2/5[TT]
- 202. Uruk-hai Band** U 5
Minion • Uruk-hai. Damage +1. This minion is strength +2 for each site you control. 10/3/5[TT]
- 203. Uruk-hai Horde** R 6
Minion • Uruk-hai. Damage +1. The twilight cost of this minion is -1 for each site you control. 12/3/5[TT]
- 204. Uruk-hai Marauder** C 3
Minion • Uruk-hai. Damage +1. The twilight cost of this minion is -1 for each site you control. 8/2/5[TT]
- 205. Uruk-hai Mob** U 5
Minion • Uruk-hai. Damage +1. The twilight cost of this minion is -1 for each site you control. 10/3/5[TT]
- 206. Uruk-hai Patrol** C 4
Minion • Uruk-hai. Damage +1 (or damage +2 while you control a site). 9/2/5[TT]
- 207. Uruk-hai Raiding Party** C 4
Minion • Uruk-hai. Damage +1. 9/3/5[TT]
- 208. Vengeance** U 0
Event. Skirmish: Make an [Isengard] tracker strength +2 for each card borne by the character it is skirmishing.
- 209. Volley Fire** R 3
Event. Archery: Discard 2 [Isengard] archers to exhaust an unbound companion.
- 210. We Are the Fighting Uruk-hai** C 1
Event. Skirmish: Make an Uruk-hai strength +2 (and damage +1 if you control a site).
- 211. Weapons of Isengard** R 2
Condition. Machine. Plays to your support area. Shadow: Play an [Isengard] archer to place an [Isengard] token on this card. Archery: Remove 2 [Isengard] tokens from this card to make the minion archery total +2. Discard this condition.
- 212. Weary** C 1
Condition. Search. Plays on a companion or ally. Limit 1 per character. Each time the Free Peoples player assigns bearer to skirmish an [Isengard] tracker, bearer must exert.

ISENGARD

Grima, Wormtongue. If ever there was an environment-defining card, Gríma, Wormtongue is it. Players will be torn between piling cards on key companions and distributing them evenly, possibly leaving an exploitable hole in their strategy. This guy will see play in almost every tournament deck, for his special ability and because he's required to play a lot of special Isengard conditions that meddle in the affairs of the Free Peoples. But beware — Gríma has no effect on Ring-bound companions.

Where Has Gríma Stowed It? Another card which will cause a great deal of turbulence in *The Two Towers* playing environment, Where Has Gríma Stowed It? will put



players between a rock and a hard place. Regardless of which companions they put their possessions on, Gríma or WHGSI? will get to them eventually. This event doesn't even exert the little weasel, so he can use his own ability and this card in the same maneuver phase.

What Did You Discover?

This card could take the place of one of *LotR*'s greatest hand-cycling cards to date: **They Are Coming**. Though it won't work unless your opponent moves a second time, this is perhaps the most important time to use its ability. Since its function triggers after the Shadow player fills his hand, there are many options to discard and retrieve Isengard trackers. A great card in combination with **The Palantir of Orthanc**, it allows you to cycle your hand while playing cheap

trackers and clogging your opponent's hand.

Uruk Vanguard. The most widely useful of the large minions (next to the Cave Troll), this guy is as large and dangerous as the Balrog, plus he's capable of showing up at any given site. You must spot another Uruk-hai to play him, but that's what those cheap trackers are for. If you're playing with this monster, throw in a couple copies of **Saruman, Servant of the Eye** and watch your opponent flinch as he loses two companions. Even without that pesky wizard, his high vitality can prove problematic for even the best of directed archery.

Uglúk. If you're playing trackers, Uglúk is your man. He bests even the Sauron Orc trackers in card efficiency and cost, allowing your Isengard trackers to show up at regular cost even when they would be roaming. Then there's his 12 strength, three vitality, damage +1, and fierce, under the right circumstances. Uniqueness is his only drawback, if you can call it that. He can also use all those fun search cards, as well as his own unique weapon.

RAIDER

Southron Assassin. The Southron Assassin fits well amongst the "tricky" Southron cards that deal direct damage to the Free Peoples player. His effect requires a lot of extra twilight pool to use, but Southrons are relatively good at generating extra pool. This card is another reason why playing Ring-bound companions becomes important. If your Ring-bearer is your only Ring-bound companion, Frodo's going take an extra wound each time a Southron wins a skirmish. This card effectively makes every other Southron on the table damage +1. If two are in play and you have enough twilight to make them work, your opponent better kiss his Ring-bearer goodbye.

Easterling Lieutenant. The Easterling Lieutenant and his counterpart, **Easterling Guard**, back the new path to corruption. Against any strategy that uses unbound companions, the Ring-bearer will accumulate burdens quickly, allowing other corruption-reinforcing cards like the Nazgûl to work their magic. Against mainly Ring-bound decks, these minions may seem at a loss for efficiency, but combined with the right mix of skirmish enhancers, they'll do OK.

Discovered. With the Easterlings' ability to add burdens, this card will jump ahead as the new condition-canceller of choice. With a relatively inexpensive cost of one twilight and one exertion, any Raider minion can kill a couple pesky Free Peoples conditions. **No Stranger to the Shadows, The Tale of Gil-**

galad, A Promise, and The Saga of Elendil are all great reasons to use this card. Getting rid of multiple conditions becomes easier when you don't have to play **Saruman's Power** and risk your own conditions getting discarded.

Vision From Afar. The Easterlings' solution to an all Ring-bound deck, this card gives them the opportunity to get their burden mojo working when other options for corruption are minimal. Against unbound decks, this card simply increases the Easterlings' effectiveness, especially in combination with larger minions like **Easterling Captain**. Again, this gives new options to Raider players who wish to incorporate the burden-spotting abilities of some of *Fellowship's* Nazgûl minions like **Úlairë Enquea** and **Úlairë Toldëa**.

Desert Lord. Directed archery actions on minions is another special capability added by gameplay in *The Two Towers*. The Desert Lord is the best at his chosen craft, allowing you to pick on specific companions and exhaust them before the skirmish phase. Other Southrons may then call on their bag of skirmishing tricks to eliminate these exhausted companions, either by using their own game text, handy weapons like the **Southron Spear**, or events like **Whirling Strike**. The only thing keeping this guy from being at the top of the heap is fellowship archery; he might not even make it to a skirmish after exhausting a companion and himself in the process.

213. What Did You Discover? R 1
Condition. Search. Plays to your support area. Each time the fellowship moves during the regroup phase, you may discard 2 cards from hand to take an [Isengard] tracker from your discard pile into hand.

214. Where Has Grima Stowed It? R 2
Event. Maneuver: Spot Grima to discard a possession borne by an ally or unbound companion.

215. Wounded R 0
Condition. To play, exert an [Isengard] Man. Plays on a Free Peoples Man. When you play this condition, exert bearer. Wounds may not be removed from bearer.

Raider

216. •Arrow From the South U 2
Condition. Plays to your support area. Each time a companion or ally loses a skirmish involving a [Raider] Man, you may place a [Raider] token here. Archery: Heal a [Raider] archer for each [Raider] token here. Discard this condition.

217. •Desert Lancers U 5
Minion • Man. Southron. To play, spot a [Raider] Man. Regroup: Exert Desert Lancers twice to take control of a site. 11/3/4[TT]

218. •Desert Legion R 6
Minion • Man. Southron. Ambush. While you can spot 4 burdens, this minion is strength +5. While you can spot 5 burdens, this minion is fierce. While you can spot 6 burdens, this minion is damage +1. 13/3/4[TT]

219. •Desert Lord R 6
Minion • Man. Southron. Archer. Archery: Exert Desert Lord to exert a companion (except the Ring-bearer); Desert Lord does not add to the minion archery total. 11/3/4[TT]

220. Desert Soldier U 4
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove to wound a companion or ally he is skirmishing. 9/2/4[TT]

221. Desert Spearman C 3
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove to wound a companion or ally he is skirmishing. 8/2/4[TT]

222. Desert Warrior C 2
Minion • Man. Southron. At the start of each skirmish involving this minion, you may remove to wound a companion or ally he is skirmishing. 6/2/4[TT]

223. Discovered R 1
Event. Maneuver: Exert a [Raider] Man to discard a Free Peoples condition (or 2 Free Peoples conditions if you spot 3 burdens).

224. Easterling Axeman C 2
Minion • Man. Easterling. While you can spot 2 burdens, this minion is strength +3 and fierce. 6/2/4[TT]

225. •Easterling Captain R 5
Minion • Man. Easterling. Fierce. Skirmish: Spot 2 burdens and remove to make an Easterling strength +2. Skirmish: Spot 4 burdens and remove to make an Easterling strength +3. Skirmish: Spot 6 burdens and remove to make an Easterling strength +4. 11/3/4[TT]

226. Easterling Guard C 4
Minion • Man. Easterling. Each time this minion is assigned to an unbound companion, you may exert him to add a burden. 9/2/4[TT]

227. Easterling Infantry C 3
Minion • Man. Easterling. While you can spot 3 burdens, this minion is fierce and damage +1. 8/2/4[TT]

228. Easterling Lieutenant C 3
Minion • Man. Easterling. Each time this minion is assigned to an unbound companion, you may exert him to add a burden. 8/2/4[TT]

229. Easterling Skirmisher R 1
Minion • Man. Easterling. When you play this minion, you may spot another Easterling to add for each burden (limit 1). 5/1/4[TT]

230. Easterling Trooper U 4
Minion • Man. Easterling. While you can spot 3 burdens, this minion is fierce and damage +1. 9/2/4[TT]

231. •Eastern Emyr Muil R 0
Condition. Plays to your support area. Each Ring-bound companion moving from site 2[TT] must exert twice. Maneuver: Discard this condition and exert a [Raider] Man to exert a Ring-bound companion.

232. Elite Archer U 4
Minion • Man. Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total. 8/2/4[TT]

233. Fearless U 2
Event. Skirmish: Make a Southron strength +1 for each burden you spot (limit +5), or make a [Raider] Man strength +2.

234. Flanking Attack U 0
Event. Maneuver or Skirmish: Exert a Southron to add.

235. Gathering to the Summons C 0
Event. Skirmish: Spot a [Raider] Man skirmishing a Ring-bound companion to add a burden.

236. Howl of Harad U 1
Condition. Plays to your support area. Response: If a Southron wins a skirmish, remove to make the Free Peoples player wound a Ring-bound companion.

237. •Ithilien Wilderness R 0
Condition. Plays to your support area. At the start of each of your Shadow phases, if the fellowship is at site 7[TT], 8[TT], or 9[TT] and the twilight pool has fewer than 7 twilight tokens, you may add. Skirmish: Discard this condition to make a [Raider] Man strength +2.

238. Men of Harad R 0
Condition. Plays to your support area. Shadow: Spot a site you control, spot 3 Southrons, and remove to draw a card.

239. Men of Rhûn C 2
Event. Regroup: Make a [Raider] Man strength +3 (or +4 if you spot 4 burdens).

240. New Fear R 4
Event. Regroup: Exert a [Raider] Man to add a burden for each companion over 4. The Free Peoples player may discard 2 companions (except the Ring-bearer) to prevent this.

241. On the March C 2
Event. Skirmish: Make a [Raider] Man strength +3 (or +5 if you spot 6 companions).

242. Raiders From the East U 0
Condition. Plays to your support area. Shadow: Remove and exert a [Raider] Man to place a [Raider] token here. Maneuver: Remove a [Raider] token here to add.

243. Rapid Fire R 6
Event. Archery: Exert a [Raider] archer to make the minion archery total +1 for each burden (limit +5).

244. •Regiment of Haradrim R 8
Minion • Man. Southron. To play, spot a [Raider] Man. Regroup: Exert Regiment of Haradrim twice to take control of a site. 16/4/4[TT]

245. Southron Archer R 3
Minion • Man. Southron. Archer. While you can spot another Southron, the minion archery total is +1 for each site you control. 6/2/4[TT]

246. Southron Assassin R 4
Minion • Man. Southron. Each time a companion or ally loses a skirmish involving a Southron, you may remove to make the Free Peoples player wound a Ring-bound companion. 9/2/4[TT]

247. Southron Bow R 3
Possession • Ranged Weapon. Bearer must be a [Raider] Man. Bearer is an archer. While you can spot another [Raider] Man, the minion archery total is +1.

248. Southron Bowman C 3
Minion • Man. Southron. Archer. Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total. 6/2/4[TT]

249. Southron Commander U 5
Minion • Man. Southron. Ambush. Assignment: Spot 6 companions to assign this minion to the Ring-bearer. The Free Peoples player may discard an unbound companion to prevent this. 10/3/4[TT]

250. Southron Explorer U 2
Minion • Man. Southron. Regroup: Exert this minion and remove to take control of a site. 5/3/4[TT]



251. Southron Fighter R 5
Minion • Man. Southron. Ambush. Maneuver: Exert this minion and spot 5 companions to make the Free Peoples player exert a companion. 10/3/4[TT]

252. Southron Scout C 1
Minion • Man. Southron. Ambush. 3/1/4[TT]

253. Southron Sentry U 4
Minion • Man. Southron. Maneuver: Exert this minion to add for each site you control. 9/2/4[TT]

254. Southron Soldier C 2
Minion • Man. Southron. Ambush. 4/1/4[TT]

255. Southron Spear C 1
Possession • Hand Weapon. Bearer must be a Southron. Skirmish: Remove and exert bearer to wound a companion or ally bearer is skirmishing. +2/-

256. Southron Troop R 7
Minion • Man. Southron. Archer. Ambush. To play, spot a Southron. Assignment: Spot 7 companions to assign this minion to the Ring-bearer. The Free Peoples player may make you discard a companion (except the Ring-bearer) to prevent this. 14/4/4[TT]

257. Southron Veterans R 5
Minion • Man. Southron. Ambush. Maneuver: Exert this minion and spot 6 companions to make the Free Peoples player exert 2 companions. 10/3/4[TT]

258. Southron Wanderer C 3
Minion • Man. Southron. Ambush. Assignment: Exert this minion and spot 5 companions to assign this minion to the Ring-bearer. The Free Peoples player may add to prevent this. 8/2/4[TT]

259. Vision From Afar R 2
Event. Assignment: Assign an Easterling to the Ring-bearer. The Free Peoples player may add a burden to prevent this.

260. Whirling Strike C 3
Event. Skirmish: Wound a companion or ally skirmishing a [Raider] Man.

261. Wrath of Harad R 1
Condition. Plays to your support area. While you can spot a [Raider] Man, each Free Peoples event that spots or exerts a ranger gains this cost: "wound a companion." Skirmish: Discard this condition to make a [Raider] Man strength +2.

Rohan

262. •Aldor, Soldier of Edoras R 1
Ally • Home 3[TT] & 6[TT] • Man. Archery: Exert Aldor and spot a villager to make the fellowship archery total +1. 3/2

263. •Brego U 1
Possession • Mount. To play, spot a [Rohan] Man. Bearer must be a Man, Elf, or Wizard. When you play Brego, you may heal bearer. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

264. •Ceorl, Weary Horseman U 2
Companion • Man. Response: If your opponent is about to take control of a site, exert Ceorl and a villager to prevent this. 6/3

265. Elite Rider C 3
Companion • Man. When this companion is in your starting fellowship, his twilight cost is -1. While skirmishing a wounded minion, this companion is strength +2. 6/3

266. •Éomer, Sister-son of Théoden C 3
Companion • Man. While you can spot a [Rohan] Man, Éomer's twilight cost is -1. At the start of each turn, you may heal a [Rohan] ally. 7/3/A

267. •Éomer, Third Marshal of Riddermark R 3
Companion • Man. While you can spot a [Rohan] Man, Éomer's twilight cost is -1. Éomer is strength +2 for each wound on each minion he is skirmishing. 7/3/T

ROHAN

Simbelmynë. If you thought that **A Wizard is Never Late** was great, consider how many copies you'd play if it were able to get possessions, as well. How about if there were more than one Gandalf-culture companion? Simbelmynë is the lynchpin of the card-intensive, combo-intensive Rohan culture. When you want to play with all sorts of nifty unique companions, their special toys, and a healthy dose of supporting allies, this is the card you want. It allows you to get combo-licious with your deck without needing multiple copies of unique cards.

Éowyn, Sister Daughter of Théoden. There's no limit to how good Éowyn can be, except for the number of cards in your hand. She's the ultimate wound-soaking companion for facing damage +1, direct-damage, or fierce minions. In a sense, she's the ultimate loser. Some great combos you can put together with Éowyn involve cool possessions. Give her **Armor** and you'll only have to discard two cards each turn to keep her alive. If she carries her sword (+3

strength), you may want to give her **Coat of Mail** so she can take on really big minions like the **Uruk Vanguard** or **Regiment of Haradrim**.

Éomer, Third Marshall of Riddermark. Éomer is another Rohan powerhouse from *The Two Towers*. He's not only a great staple companion with awesome support cards, he capitalizes on the direct damage your other cards can cause to minions. It's not uncommon for this guy to see an astounding 15 power while only carrying his spear. He's best when backed by **Aragorn's Bow**, **Legolas**, **Greenleaf**, or sim-

ply a bunch of Elven archery. He'll take on The Witch-king, The Balrog, and The Cave Troll. And Lurtz? He's a cakewalk.

Firefoot. While 36 cards for a culture is a good start (Gondor had only 31 in *Fellowship*), Rohan is still behind most cultures that existed from the start. It's hard to fit everything into a culture all at once, so there are only two Rohan cards that deal with swarm protection; Firefoot is one. Éomer is defender +1 and becomes positively deadly with his mount, when you consider that both minions the Third Marshal defends against must exert, giving him a total strength bonus of +4 just for lining up to fight them.

Fortress Never Fallen. The Rohan culture really has no defense against conditions except for **Fortress Never Fallen**, making this card a necessity. After you've won a few skirmishes, it becomes almost as good as **Sleep**, **Caradhras** from *Fellowship*. If you play this condition early in the game, you just have to win a few skirmishes, then win a few more when you move a second time; all those Shadow conditions get wiped off the table in one fell swoop.

268. •**Éomer's Spear** U 1
Possession • Hand Weapon. Bearer must be a [Rohan] Man. If bearer is Éomer and he is mounted, Éomer is damage +2. +2/-
269. •**Éothain, Scout of the Mark** R 2
Companion • Man. Each time the fellowship moves to a plains site, each minion must exert. 6/3
270. •**Éowyn, Lady of Rohan** C 2
Companion • Man. Valiant. Response: If an unbound companion is about to take a wound, exert Éowyn and add 1 to prevent that wound. 6/3/T
271. •**Éowyn, Sister-daughter of Théoden** R 2
Companion • Man. Valiant. Response: If Éowyn is exhausted and about to take a wound in a skirmish, discard 2 cards from hand to prevent that wound. 6/3/A
272. •**Éowyn's Sword** R 1
Possession • Hand Weapon. Bearer must be Éowyn. While you can spot a villain, Éowyn is damage +1. +3/-
273. **Fight for the Villagers** C 1
Event. Skirmish: Make a [Rohan] Man strength +2 (or +3 if you spot a villager).
274. •**Firefoot** R 2
Possession • Mount. Bearer must be a [Rohan] Man. If bearer is Éomer, he is defender +1. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
275. **Forth Eorlingas!** U 1
Event. Maneuver: Exert Théoden to make a companion who has the Théoden signet defender +1 until the regroup phase.

276. •**Fortress Never Fallen** U 2
Condition. Plays to your support area. Each time a [Rohan] Man wins a skirmish, you may place a [Rohan] token on this card. Regroup: Discard a Shadow condition for each [Rohan] token here. Discard this condition.
277. •**Guma, Plains Farmer** C 1
Ally • Home 4[TT] • Man. Villager. Discard Guma if an opponent controls his home site. Fellowship: Exert Guma to heal a [Rohan] Man. 4/2
278. **Heavy Chain** C 1
Possession • Armor. Bearer must be a Man. Bearer may not be overwhelmed unless his or her strength is tripled.
279. **Helm! Helm!** R 2
Event. Regroup: Spot 2 mounted [Rohan] Men to liberate a site or draw 3 cards.
280. •**Herugrim** U 2
Possession • Hand Weapon. Bearer must be Théoden. He is damage +1. +2/+1
281. •**Hlafwine, Village Farmhand** C 1
Ally • Home 4[TT] • Man. Villager. Discard Hlafwine if an opponent controls his home site. Skirmish: Exert Hlafwine to make a [Rohan] Man strength +2. 4/2
282. **An Honorable Charge** U 1
Event. Skirmish: Make an unbound companion strength +1 for each [Rohan] Man you spot (limit +3).
283. **Horse of Rohan** C 2
Possession • Mount. To play, spot a [Rohan] Man. Bearer must be a Man, Elf, or Wizard. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.

284. •**King's Mail** R 2
Possession • Armor. Bearer must be a [Rohan] Man. Bearer takes no more than 1 wound during each skirmish phase. If bearer is Théoden, he may not take wounds except during a skirmish involving him.
285. •**Léod, Westfold Herdsman** U 1
Ally • Home 4[TT] • Man. Villager. Discard Léod if an opponent controls his home site. Skirmish: Exert Léod to make a mounted companion strength +2. 4/2
286. **Rider of Rohan** C 2
Companion • Man. Skirmish: If this companion is mounted, exert him to exert a minion skirmishing an unbound companion. 5/3
287. **Rider's Mount** C 1
Possession • Mount. Bearer must be a [Rohan] Man. At the start of each skirmish involving bearer, each minion skirmishing bearer must exert.
288. **Rider's Spear** C 1
Possession • Hand Weapon. Bearer must be a [Rohan] Man. If bearer is mounted, bearer is damage +1. +2/-
289. **Simbelmynë** R 1
Event. Fellowship: Spot 2 [Rohan] Men (or 1 valiant [Rohan] Man) to play a [Rohan] character or [Rohan] possession from your draw deck.

290. **Supplies of the Mark** R 0
Condition. Plays to your support area. Fellowship: Add 1 and place a villager from hand beneath your draw deck to heal a [Rohan] ally.
291. **Sword of Rohan** C 1
Possession • Hand Weapon. Bearer must be a [Rohan] Man. While bearer is skirmishing an Uruk-hai, bearer is damage +1. +2/-
305. •**Théoden, Lord of the Mark** P 2
Companion • Man. Fellowship: Play a [Rohan] possession on a [Rohan] companion to heal that companion (limit once per turn). 6/2/T
292. •**Théoden, Son of Thengel** C 2
Companion • Man. Regroup: Spot a [Rohan] ally and exert Théoden to liberate a site. 6/2/A
293. **Valleys of the Mark** R 1
Condition. Plays to your support area. Each time your opponent plays a roaming minion, you may spot a villager to exert that minion.
294. **Weapon Store** R 1
Condition. Plays to your support area. Fellowship: Exert a [Rohan] Man to play a hand weapon from your discard pile.
295. •**Weland, Smith of the Riddermark** U 1
Ally • Home 4[TT] • Man. Villager. Discard Weland if an opponent controls his home site. Fellowship: Exert Weland to heal a mounted companion. 4/2
296. **Well Stored** U 1
Condition. Plays to your support area. At the start of each fellowship phase, you may heal a villager.
297. **Work for the Sword** C 1
Event. Skirmish: Make a [Rohan] Man strength +2 (and damage +2 if mounted).

- Fellowship: Play a Ring-bound companion to remove a burden. 3/4/G
303. •**Frodo's Cloak** R 2
Possession • Cloak. Bearer must be Frodo. Skirmish: At sites 1[TT] to 4[TT], add a burden and discard this possession to cancel a skirmish involving Frodo. At any other site, discard this possession to remove a burden and heal Frodo.
304. **Get On and Get Away** R 0
Event. Fellowship: Add 2 burdens to play the fellowship's next 2 sites (replacing opponent's sites if necessary).
305. •**Good Work** U 2
Condition. Plays to your support area. Each time a Hobbit wins a skirmish, you may place a [Shire] token here. Fellowship: Remove a burden for each [Shire] token here (limit 3). Discard this condition.
306. **Hobbit Sword** C 1
Possession • Hand Weapon. Bearer must be a Hobbit. +2/-
307. **Impatient and Angry** R 0
Event. Skirmish: Exert Sam to make him strength +3. If Sam wins this skirmish, you may remove a burden.
308. **Knocked on the Head** C 0
Event. Regroup: Play an unbound Hobbit from your discard pile.
309. **Light Shining Faintly** U 0
Event. Fellowship: Add a burden to heal a Ring-bound companion twice.
310. •**Merry, Learned Guide** C 1
Companion • Hobbit. Skirmish: Exert the Ring-bearer to discard Merry. Any Shadow player may remove 1 to prevent this. 3/4/F



Shire

298. **Brace of Cones** C 1
Possession. Bearer must be a Ring-bound Hobbit. Fellowship: Discard this possession to remove a burden.
299. •**Cliffs of Eryn Mui** R 0
Condition. Plays to your support area. When the fellowship moves from site 1[TT], remove up to 2 burdens. Skirmish: Discard this condition to wound a minion a Hobbit companion is skirmishing.
300. **Escape** R 0
Condition. Stealth. Bearer must be an unbound Hobbit. Limit 1 per character. Skirmish: Exert bearer twice to cancel a skirmish involving him. Any Shadow player may remove 1 to prevent this. +/1
301. •**Frodo, Courteous Halfling** R 0
Companion • Hobbit. Ring-bearer (resistance 10). While you can spot 3 unbound companions, Shadow cards may not discard cards from your hand or from the top of your draw deck. 3/4/F
302. •**Frodo, Tired Traveller** C 0
Companion • Hobbit. Ring-bearer (resistance 10).





311. •Merry, Unquenchable Hobbit R 1
Companion • Hobbit. Skirmish: If Merry is not assigned to a skirmish, discard him to remove a [Sauron] Orc from a skirmish involving an unbound companion. 3/4/G

312. Mind Your Own Affairs U 1
Event. Skirmish: Spot Frodo and add a burden to wound a minion skirmishing a companion who has the Frodo signet.

313. •Pippin, Just a Nuisance R 1
Companion • Hobbit. Skirmish: If Pippin is not assigned to a skirmish, discard him to remove an Uruk-hai from a skirmish involving an unbound companion. 3/4/G

314. •Pippin, Woolly-footed Rascal C 1
Companion • Hobbit. Skirmish: Add a burden to discard Pippin. Any Shadow player may remove ♠ to prevent this. 3/4/F

315. •Sam, Frodo's Gardener R 2
Companion • Hobbit. Ring-bound. Fellowship: Play Sam's Pack from your draw deck. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5). 3/4/F

316. •Sam, Samwise the Brave C 2
Companion • Hobbit. Ring-bound. Response: If a Shadow card is about to add any number of burdens, spot Frodo and exert Sam to prevent this. Response: If Frodo is killed, make Sam the Ring-bearer (resistance 5). 3/4/G

317. •Sam's Pack R 0
Possession. Bearer must be a Ring-bound Hobbit. At the start of each turn, you may add ♠ to heal a Ring-bound companion.

318. Seven We Had U 0
Event. Fellowship: Add a burden to discard a condition borne by a Hobbit.

319. Severed His Bonds C 1
Event. Stealth. Skirmish: At sites 1[TT] to 4[TT], cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from being overwhelmed unless his or her strength is tripled.

320. Store-room U 1
Event. Regroup: Heal an unbound Hobbit once (or twice if you spot Gandalf).

321. Swiftly and Softly C 1
Event. Stealth. Skirmish: At sites 1[TT] to 5[TT], cancel a skirmish involving a Hobbit. At any other site, prevent a Hobbit from taking more than 1 wound.

322. Warm'd Up a Bit C 0
Event. Stealth. Skirmish: Discard an unbound Hobbit.

Sites

323. East Wall of Rohan U
When the fellowship moves from East Wall of Rohan, add ♠. Site 1

324. Eastemnet Downs U
Each time you play a companion here, you must discard 2 cards from hand. Site 1

325. Eastemnet Gullies U
Fellowship: Exert 2 unbound companions to play Legolas from your draw deck. Site 1

326. Horse-country U
Plains. While you can spot a [Rohan] mount at Horse-country, the move limit is +1 for this turn. Site 1

327. Plains of Rohan U
Plains. Fellowship: Exert 2 unbound companions to play Gimli from your draw deck. Site 1

328. The Riddermark U
Plains. Fellowship: Exert 2 unbound companions to play Aragorn from your draw deck. Site 1

329. Western Emyrn Muil U
When the Fellowship moves from Western Emyrn Muil, each Ring-bound companion must exert. Site 1

330. Derndingle U 2
Forest. While you can spot an unbound Hobbit at Derndingle, the move limit is +1 for this turn. Site 2

331. Eastfold U 2
Plains. Shadow: Spot 3 [Isengard] trackers to prevent the fellowship from moving again this turn. Site 2

332. Fangorn Forest U 2
Forest. Fellowship: Play Treebeard from your draw deck. Site 2

333. Plains of Rohan Camp U 1
Plains. At the start of each fellowship phase, heal up to 3 wounds from companions. Site 2

334. Rohirrim Village U 3
Plains. Each [Dunland] Man may not take wounds during the archery phase. Site 2

335. Uruk Camp U 1
Plains. Battleground. Each time an Uruk-hai is played, that minion must exert. Site 2

336. Wold of Rohan U 3
Plains. Each time the Free Peoples player assigns a companion or ally to a skirmish, add ♠. Site 2

337. Barrows of Edoras U 0
Sanctuary. Fellowship: Place your hand beneath your draw deck and draw 4 cards. Site 3

338. Golden Hall U 1
Sanctuary. When the fellowship moves to Golden Hall, all Free Peoples weapons must be discarded. Site 3

339. Stables U 0
Sanctuary. Fellowship: Exert a [Rohan] Man to play a [Rohan] mount from your draw deck (limit once per turn). Site 3

340. Streets of Edoras U 0
Sanctuary. Each [Rohan] ally may not participate in archery fire or skirmishes at Streets of Edoras. Site 3

341. Throne Room U 1
Sanctuary. Fellowship: Play Théoden from your draw deck. Site 3

342. Westemnet Plains U 1
Plains. Sanctuary. Each [Dunland] Man may not take wounds during the archery phase. Site 3

343. Ered Nimrais U 2
Mountain. The twilight cost of each companion and ally played at Ered Nimrais is +3. Site 4

344. Westemnet Hills U 3
Plains. When the fellowship moves to Westemnet Hills, heal each mounted companion and mounted ally. Site 4

345. White Mountains U 3
Mountain. When the fellowship moves to White Mountains, Théoden or 2 companions must exert. Site 4

346. White Rocks U 3
Battleground. The Shadow number of this site is +1 for each mounted companion. Site 4

347. Deep of Helm U 6
Plains. Battleground. The twilight cost of the first Uruk-hai played at Deep of Helm each turn is -3. Site 5

348. Deeping Wall U 7
Battleground. Shadow: Play Saruman from your draw deck. Site 5

349. Helm's Gate U 6
Battleground. Each companion and minion bearing a hand weapon is strength +2. Site 5

350. Hornburg Courtyard U 8
Battleground. While you can spot Aragorn, the Shadow number of Hornburg Courtyard is -2. Site 5

351. Hornburg Parapet U 8
Battleground. The fellowship archery total is +1. The minion archery total is -1. Site 5

352. Caves of Aglarond U 3
Underground. Sanctuary. Maneuver: Remove ♠ to make one of your Uruk-hai fierce until the regroup phase. Site 6

353. Great Hall U 3
Sanctuary. Battleground. Each [Rohan] ally may participate in archery fire and skirmishes at Great Hall. Site 6

354. Hornburg Armory U 3
Sanctuary. Fellowship: Play a possession to draw a card. Site 6

355. Cavern Entrance U 7
Underground. Skirmish events may not be played and skirmish special abilities may not be used. Site 7

356. Hornburg Causeway U 6
Battleground. The minion archery total is +2 for each unbound companion over 3. Site 7

357. King's Room U 6
When the fellowship moves to King's Room without a [Rohan] companion, each unbound companion must exert. Site 7

358. Ring of Isengard U 7
Shadow: Play a [Dunland] minion to draw a card. Site 8

359. Wizard's Vale U 6
At the start of the first Shadow phase, if the twilight



pool has fewer than 9 twilight tokens, add ♠ (limit once per turn). Site 8

360. Fortress of Orthanc U 9
Battleground. The Shadow number of Fortress of Orthanc is +2 for each companion over 4. Site 9

361. Orthanc Balcony U 8
Battleground. Shadow: Play Saruman from your discard pile; his twilight cost is -2. Site 9

362. Orthanc Library U 9
When the fellowship moves to Orthanc Library, each Shadow player may draw a card for each companion over 4. Site 9

363. Palantir Chamber U 9
Shadow: Remove 2 burdens to play a minion from your discard pile. Site 9



SHIRE

Frodo, Tired Traveller. Since consistently removing burdens is desirable (especially if you like to bid high to go first), Frodo, Tired Traveller is great if you're playing with many Ring-bound companions in your deck. Each one can remove a burden when played, giving you a great backup to a high bid, protection from a Shadow player's corruption strategy, or protection from a random *Úlairë Enquëa*, *Ringwraith* in Twilight.

Escape. The first Shire card to enhance a Hobbit's vitality, Escape provides new options for old strategies. Merry or Pippin may see fit to stay and fight, soaking up a few extra wounds, or run and hide, exerting themselves and barely staying alive. Keeping your unbound hobbits alive and kicking will become more important with *The Two Towers*, as key main characters depend on them. **Merry, Friend to Sam** gets an especially large boost from this card, allowing him to use his exer-

tion ability twice in one turn. What's so great about that? It's another way to increase your Ring-bearer's strength, keeping him alive at site nine. Give Merry a **Hobbit Sword** and any companion can gain a strength bonus of +10!

Severed His Bonds. Until now, keeping the Ring-bearer (or another Hobbit) from being overwhelmed required **Bounder**. This lowly ally is susceptible to all manner of Shadow cards and sites, from **Tower Assassin** to **Come Down to Anduin Confluence**. Severed His Bonds suffers none of the Bounder's drawbacks, but gains all his strengths — and the only cards that can stop it are **Wariness** and **Breeland Forest**. This isn't necessarily one of the best cards from *The Two Towers*, but it's definitely an unexpected (and unprecedented) surprise that's hard to stop.

Get On and Get Away. Since the errata of **Thror's Map**, players have been forced to rely on cards like **Pathfinder**, **Galadriel**, **Lady of the Golden Wood**, and **Úlairë Nelya**, **Lieutenant of**

Morgul to play off of their own site paths. Get On and Get Away is a more risky venture because of its cost (adding two burdens) but has a greater payoff. With **Sam, Son of Hamfast** removing burdens as well as he does (and **Aragorn, King in Exile** healing Sam), players may see a resurgence of decks which stay ahead in the race to site nine, yet rely on their own sites.

Frodo's Cloak. Another card, Frodo's Cloak, allows players to cancel a skirmish without having cards in their hand. Since cycling your hand is important in *The Lord of the Rings*, letting cards in your hand go unused can cost you the game. Frodo's Cloak allows you to "save up" a stealth card by putting it into play for later use. It's also unaffected by previous stealth-card killers like the **The Palantir of Orthanc**. Even if you don't get a chance to use it early in the game, removing burdens later on can save you the trouble of having to deal with the **Orthanc Berserker** or **Úlairë Enquëa**, **Lieutenant of Morgul**.

FELLOWSHIP BOOSTER DRAFT

Your new Friday night hobby

by Joe Alread

Booster draft for *The Lord of the Rings TCG* is here! If you play the game but have never drafted before, don't worry: Here's everything you need to know. And if you've drafted before with other games, here's some insight into which cards you need to keep an eye out for. Now let's get down to it (just in case you're reading this seconds before you have to make your first draft choice).

You need to bring 11 cards to the event: a Frodo, a One Ring card, and your nine-site adventure deck. If you don't have these, just ask the guy with the huge binder in the corner and he'll take care of you. Or you can just buy a starter deck — the 11 cards you need are in each and every starter.

After you've secured those cards, you need to buy one draft pack and three booster packs. Once all the players have been divided into

smaller groups of six or eight, you open your draft pack. These cards are all yours; you don't draft them. The cards in your pack should have a certain "feel" to them. You may get a lot of Uruk-hai or you may get Gandalf and some of his supporting cards. The types of cards in this pack will point you in a strategic direction for the remainder of the draft. If you get a lot of Uruk-hai in your draft pack, Uruk-hai-related cards that pass you in the actual draft will be more important to you. You'll have a few minutes to examine the contents of your draft pack before moving on to the actual draft.

When the draft begins, open a booster pack, choose one card from it, then pass the rest of the pack to your left. Repeat this process with opened pack you get from the player on your right. After all the cards have been chosen, draft a card from your second booster pack, this time passing the pack to your right. Your third and final booster pack will be passed to your left again. After all cards have been drafted, you'll have some time to create a deck with the contents of your draft pack and the cards you chose during the draft. Your deck must contain at least 40 cards with equal numbers of Free Peoples and Shadow cards. Also, if you have no cards left in your draw deck during a game, you will be able to reshuffle your discard pile to create a new draw deck.

After you make your deck, you play your games and find out just how good a drafter you really are. You may get hit hard during your first draft — perhaps your entire theory behind what you should have been drafting was wrong, which leads to a lot of losses. What did you do wrong?

The most basic rule to be aware of when drafting is this: The two most important card types are companions and minions. They are the key to keeping your fellowship alive and to stopping your opponent's fellowship from moving multiple times in a turn.

When examining your draft pack, try to memorize all the companions inside. As booster packs pass you in the draft, look at the Free Peoples support cards in each pack. If some of them match with one of the companions in your draft pack, zero in on that companion as your "tank." Start with this companion and draft support cards for only that companion (or his or her race). Your Free Peoples deck should contain eight to 10 companions, support cards for your "tank," and support cards for the Shire culture. Why Shire? Your goal is to keep Frodo alive, and any cards that directly help you in that goal are top picks, especially commons like **Hobbit Stealth**, **Hobbit Intuition**, and **Hobbit Sword**. Other, more subtle, cards that protect Frodo include **Boromir, Son of Denethor**, **Boulder**, **There and Back Again**, and **Filibert Bolger**. A final note: While you should have eight to 10 companions in your deck, be aware that almost every draft pack has cards that hammer players for having too large a fellowship on the table. If possible, keep fewer than six companions in play at all times.



Play 16 to 18 minions in your 20-card Shadow deck, with a few shadow support cards for your main culture. If you draft a few minions that don't match one of the cultures in your draft pack, it's no big deal. As long as the minion is strong and can play on his own (Ringwraiths usually qualify), he'll be good enough to put in your deck. One or two strength-enhancing events are good to include, to keep your opponent guessing, but unless you get some other huge power card in the draft, I suggest sticking closer to 18 minions rather than 16. Also remember that you'll be able to replenish your draw deck when it runs out, so don't be concerned that a swarm strategy will run you out of cards too early.

Good luck with the draft! And if people were waiting for you to read this while you were trying to make your first pick, I apologize for being so long, but at least you'll know what you should be drafting — and they won't.



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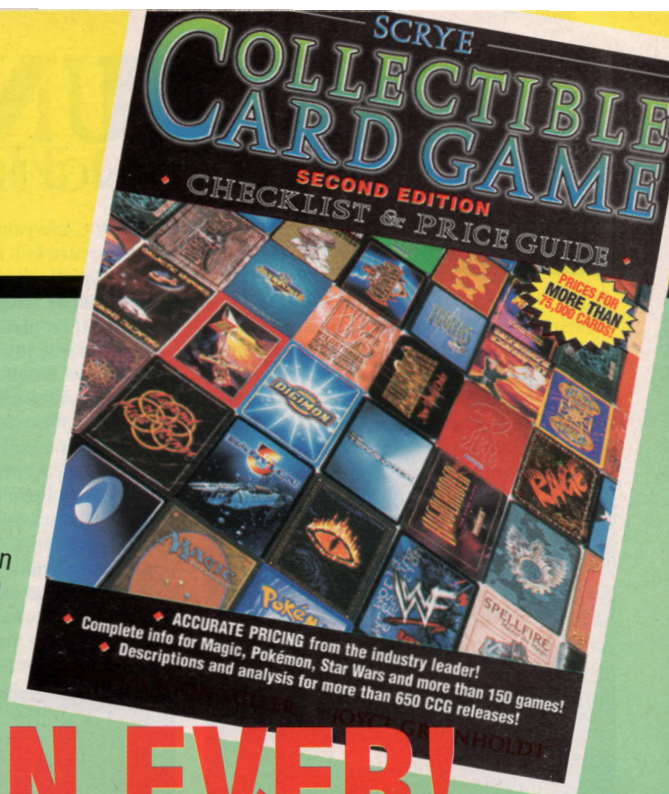
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THE HUNT BEGINS

A DUNLENDING/HUNTER THEME DECK

by Mike Reynolds
Lord of the Rings co-designer

"Hunters and Pillagers" is constructed using themes predominant in *The Two Towers*, although a few cards are taken from the Fellowship block. With this deck, the Three Hunters — Aragorn, Legolas, and Gimli — race across the Riddermark, while their Hobbit friends Merry and Pippin weave in and out of the game. On the Shadow side, pillagers from Dunland pour across the Isen to steal as much territory as possible.

You should start with Gimli and Legolas. Aragorn, Merry, and Pippin appear in multiples so that they can be drawn early. Like most Free Peoples strategies, The Hunters start the game weak, but become a tank by

the mid- to late-game. Their source of power is the two wee folk from the Shire, Merry and Pippin. To fully exploit the deck's strengths, a player must be attuned to the subtle decisions regarding their play.

Particularly, you must recognize the optimal times to assign an unbound Hobbit to skirmish and the order in which to resolve skirmishes. When Merry and Pippin are skirmishing, you usually take a skirmish action to discard them, according to their game text. This removes them from play (though they will come back), and makes Gimli, Legolas, and Aragorn sad: Gimli has one less strength, opponent's skirmish events are one pool cheaper, and you can inflict one fewer wound (when the fellowship moves) for each unbound Hobbit discarded. It's often better to assign Aragorn or Faramir to a skirmish and

take wounds than to let an unbound Hobbit run away. Unbound Hobbits are also excellent archery soaks with their four vitality, because they return fully healed after being discarded.

The deck is weighted to face Uruk-hai and has good options against Nazgûl. Gimli is a killing machine once he gets his axe. With Legolas reducing the threat of Shadow skirmish events, Gimli can often get his strength to 13 (with *Khazad Ai-mënu*) and not have to worry about a surprise **Savagery to Match Their Numbers**. Especially potent against Uruks is **Defend It and Hope**. Another option this deck allows is not stopping at a sanctuary. It has a good bit of healing, so keep your eyes open for a site five to site seven move.

The Hunters' major weakness is a lack of condition removal. If your opponent is playing Moria swarm, Sauron damage conditions, Uruk search conditions with Grima, or **Saruman's Ambition**, you'll need to develop tactics to minimize their stopping power. Save your Frodo protection cards until Frodo's life is threatened against swarm, go all out to win skirmishes against Sauron Orcs, minimize the permanents you place on companions to counteract Grima and against Saruman's Ambition, and try to entice your opponent into popping his copies off early in the game.

Shadow-wise, the Dunland strategy is a lot of fun. The main issue with Dunlendings is keeping them alive until their powerful card texts kick in. Archery is their nemesis, and the deck's defenses against this (and direct damage in general) are numerous: four **Hides**, two Sarumans, a **Hillman Horde**, and sites two and three. If the Dunlendings consistently win skirmishes, you'll likely win the game.

This is a site-control deck. Your ultimate play is Hillman Horde with three or four controlled sites. It's all over but the crying at that point. As a site-control deck, it's advantageous to go first, so that sites will be available to control during your opponent's first turn — you'll have already passed them. However, the deck isn't really prepared to bid a lot. I usually bid two for fear of **Nazgûl Sword**, but you can try bidding three. You can even start Sam and bid five, but you would want to change the deck to consistently draw Gimli or Legolas, whichever you don't start. By bidding two, my opponent goes first a lot of the time. This sacrifices the Dunlendings' ability to control sites on my opponent's first turn, but I do get the benefit of my site two (and usually my site three). Also, if my opponent hasn't seen any discards and doesn't otherwise know what I'm playing, I can try an evil gambit. If I open with a handful of Dunlendings, I can play nothing at site two and then unload at my site three, **Westemnet Plains**, where my boys are not roaming and archery is skipped. Even a king will have trouble healing those wounds.



HUNTERS AND PILLAGERS

STARTING

- 1x Frodo, Reluctant Adventurer (MM)
- 1x The One Ring, Answer to All Riddles (TT)
- 1x Gimli, Lockbearer (TT)
- 1x Legolas, Dauntless Hunter (TT)
- FREE PEOPLES**
- 4x Aragorn, Wingfoot (TT)
- 3x Merry, Learned Guide (TT)
- 3x Pippin, Woolly-footed Rascal (TT)
- 1x Faramir, Son of Denethor (TT)
- 1x Sam, Samwise the Brave (TT)
- 1x Treebeard, Earthborn (TT)
- 1x Filibert Bolger, Willy Rascal (MM)

- 1x Ranger's Sword, Blade of Aragorn (TT)
- 1x Flaming Brand (MM)
- 1x Armor (FR)
- 1x Axe of Erebor (TT)
- 1x Bow of the Galadhrim (FR)
- 1x Long-knives of Legolas (EL)
- 1x Sting (FR)
- 2x Hard Choice (TT)
- 3x Khazad Ai-mënu (TT)
- 3x Defend It and Hope (TT)
- 2x Power According to His Stature (FR)
- 1x There and Back Again (FR)
- 1x Ever My Heart Rises (TT)
- SHADOW**
- 4x Dunlending Pillager (TT)
- 4x Dunlending Ransacker (TT)
- 2x Dunlending Warrior (TT)
- 2x Hillman Band (TT)
- 1x Hillman Horde (TT)
- 3x Hillman Looter (TT)
- 4x Hillman Tribe (TT)
- 2x Wulf (TT)
- 4x Hides (TT)
- 2x Saruman, Rabble-rouser (TT)
- 1x No Retreat (TT)
- 2x Wild Man Raid (TT)
- 3x Burn Every Village (TT)
- 1x Constantly Threatening (TT)

ADVENTURE DECK

- The Riddermark (TT)
- Rohirrim Village (TT)
- Westemnet Plains (TT)
- White Rocks (TT)
- Hornburg Courtyard (TT)
- Hornburg Armory (TT)
- Hornburg Causeway (TT)
- Ring of Isengard (TT)
- Orthanc Balcony (TT)

TOURNAMENT STRATEGY: URUK-HAI SITE CONTROL

by **Joe Alread**
Lord of the Rings co-designer

As you open packs of *The Two Towers* base set, you'll soon notice numerous new strategies available to you. It can be overwhelming at first. How should you begin to explore all these new options? If you're looking for a high-level deck to bring to your first tournament after the release of the set, look no further! This deck will not only introduce you to two new top-level strategies in the environment, but it should also get you a fairly high placing at your event.

Bid seven at the start of the game; this should allow you to go first. Immediately remove three burdens with **Sam, Son of Hamfast** and remove burdens throughout the game with **Frodo, Tired Traveler's** game text. Exert Merry and Pippin to play Aragorn from your draw deck and use him to power your way through multiple moves every turn. Merry and Pippin are extremely versatile: They can take extra archery for you, they can exert twice to cancel skirmishes (via **Filibert Bolger**), and they can even get you back in the lead via **Derndingle** if you happen to lose the bid to go first. Don't forget that they get +2 strength from **There and Back Again**, as well.

The rest of your Free Peoples deck revolves around Ring-bound companions. Many cards in the *Two Towers* set punish unbound companions. By playing with multiple Ring-bound companions, you bypass these kinds of penalties. Use these guys to take on your opponent's power minions, then use Aragorn to kill them off when you move again.

The Shadow deck is a basic Uruk-hai/Saruman mix with a twist of site control. Your Uruk-hai are fairly large on their own and present a dangerous threat to your opponent when you get them out. However, site control is what will enable you to actually kill the Ring-bearer (should you have to do that in order to win). There are four cards in the deck that allow you to control sites. Once you get a couple out, you should be able to control a site or two every turn once your opponent's fellowship gets past

site three. As you control more sites, your Uruk-hai cost less and less. By the end of the game, twilight pool will be meaningless to you; most of your Uruks will cost only one or two twilight, leaving you plenty of resources to get Saruman out and make them all fierce!

Try to stay ahead in the race at all costs; a Durlending deck that controls sites can easily counter the Shadow deck site-control strategy. Durlendings can take control of sites faster than Uruk-hai, leaving no more land for you to seize when you finally get the deck rolling.

Defend it and Hope is an extremely powerful card and should be saved for when you absolutely need it (after site six). If you get a few of them early and need to burn one for card-flow reasons, so be it, but don't leave site six without one.

Be aware of your burden count and don't ever go above four burdens in order to discard Pippin. If you do, you'll be vulnerable to all sorts of nasty things like **Ulairë Enquëa** and **Easterling Captain**.

After playing around with this deck, you should have a fairly good feel for how site control works, along with the new mechanics surrounding Hobbitt manipulation. While the methods this deck uses are solid, they aren't the only way to go. More Isengard cards that provide

hand extension via site control could be included as well, setting up a swarm approach. And the Hobbits could be streamlined into a more focused Hunter deck using Legolas and Gimli as well as Aragorn.



STARTING

- 1x Frodo, Tired Traveler (TT)
- 1x The One Ring, Isildur's Bane (FR)
- 1x Sam, Son of Hamfast (FR)
- 1x Merry, Learned Guide (TT)
- 1x Pippin, Woolly-footed Rascal (TT)

FREE PEOPLES

- 3x Gondorian Ranger (TT)
- 1x Faramir, Son of Denethor (TT)
- 2x Ranger of Ithilien (TT)
- 1x Aragorn, Wingfoot (TT)
- 4x Defend It and Hope (TT)
- 1x Forbidden Pool (TT)
- 1x Henneth Annûn (TT)
- 1x Ruins of Osgiliath (TT)
- 1x Cliffs of Emyr Muil (TT)

- 3x Ranger's Bow (FR)
- 3x Knocked on the Head (TT)
- 1x Filibert Bolger (MM)
- 2x Sting (FR)
- 1x O Elbereth! Gilthoniel! (MM)
- 1x There and Back Again (FR)
- 1x Thrarin, Dwarven Smith (FR)

SHADOW

- 4x Uruk-hai Mob (TT)
- 4x Uruk-hai Patrol (TT)
- 4x Uruk-hai Horde (TT)
- 4x Uruk-hai Marauder (TT)
- 2x Ulairë Enquëa (FR)
- 2x Saruman, Keeper of Isengard (EL)

- 2x Uruk Veteran (TT)
- 4x Savagery to Match Their Numbers (FR)
- 2x Attack on Helm's Deep (TT)
- 2x Down to the Last Child (TT)

ADVENTURE DECK

- The Riddermark (TT)
- Derndingle (TT)
- Barrows of Edoras (TT)
- White Mountains (TT)
- Hornburg Courtyard (TT)
- Caves of Aglarond (TT)
- Hornburg Causeway (TT)
- Wizard's Vale (TT)
- Orthanc Balcony (TT)

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MULTIPLAYER GAMES: GET ON YOUR HORSE

by **Chuck Kallenbach II**
Lord of the Rings co-designer

The Lord of the Rings TCG was designed to be the same game with the same rules for any number of players. We've found that many players play most (or even all) of their games in a multiplayer (three or more players) setting. They find it a richer and different experience from the two-player game, and there are many great reasons to try it.

Multiplayer games tend to be less competitive than head-to-head, which means players use all kinds of decks. Only a limited number of decks are good enough for the top-level tournament scene, but just about anything goes in multiplayer. You can learn new strategies and tips from all the different decks you'll see.

When there are three or more players, there are politics. That's true for any kind of competition. However, most players don't resort to double-dealing or backstabbing. If you're just starting out in the local multiplayer

scene, you might want to lay back and play it polite for a few games, until you see how the other players behave.

Here's a tip: sometimes it's best not to finish off another player's Ring-bearer. Tell the other players you don't have any minions. If you keep that player in the game, he'll continue to play minions and frustrate other players.

Cards that are globally powerful in two-player games are often many times more powerful in multiplayer contests. A well-timed **Grown Suddenly Tall** in a six-player game can discard a dozen conditions. When you play a card like this, it's like pressing a reset button for the state of the game. However, such cards draw a lot of attention and can make enemies for you. The player who had to discard four copies of **Wrath of Harad** to your Gandalf event is no longer your friend. Even though each player is trying to win, it doesn't hurt to have a friend or two in the early game.

Be careful when choosing your sites, since they may affect every player. When each fellowship moving to your copy of **Golden Hall** has to discard all its weapons, you'll gain an enemy each turn. Jumping ahead is another sure way to draw attention. When you're in front, other players will coordinate their efforts to slow you down. Sometimes it's best to be patient, aim for second, and make a dash for site nine on your last turn.

Everybody into the pool

Management of the twilight pool becomes critical in multiplayer. Every token added to the pool by the Free Peoples player will probably be used. There are no free rides, at least not early in the game. Some players may run out of cards or minions by the end of the game to provide a late dash opportunity, but otherwise you must be careful.

"Pool choke" strategies are used in multiplayer as well as in two-player, but your opponents can conspire against you, so watch out. When one player uses his Southron minions with ambush to add twilight tokens so that other players can play

minions, you could be the one choking.

Here are two tips for bidding in multiplayer: Win the bid and choose to go second, and you'll almost always get your site two in play. With the unpredictable nature of the adventure path in a multiplayer game, it's nice to be able to plan for something. Alternatively, choose to go last, and see something of the other players' strategies before you take your first turn.

Think big

Your tight, tournament-winning, 60-card deck will probably run out of cards in a multiplayer game. Obviously, more players make that even more likely. Many multiplayer games are won by a fellowship facing Shadow players without cards to play at all, so don't give any opponent a free ride to site nine. Players often add about 10 cards for each player over two.

If you're used to playing with four or five companions in your deck, you might want to think big in that department, too. Unless you're trying the "solo Frodo" strategy, you'll probably want nine companions in your deck, maybe even multiple copies. Remember, as the size of your draw deck increases, you need to add companion cards to make sure you have one when you need it. That doesn't mean you have to have nine in play at any one time.

Synergy between Shadow cultures can make a multiplayer game a lot more fun, but not if you're the odd player out. If everybody else is adding burdens with Easterlings, you'll be out of the game quickly and listening to the other players congratulate each other on their teamwork. This can work both ways. If your Free Peoples cards are loaded up to defeat Isengard and several opponents play Uruk-hai, you might come out looking like a champ.

Cards that get more interesting in multiplayer include the dual-culture cards from *Realms of the Elf-lords*. These cards spot one culture to give a bonus to another. They're hard to play in head-to-head, but you might get lucky and pair up with the right Shadow player in a big game.

We have to mention a card specifically designed for multiplayer, **Cast It Into the Fire**. In the largest multiplayer game ever (so far), the first person to play this event drew 23 cards. Even if he had survived the turn (which he didn't), he nearly decked himself with one card play — so use it wisely.

The 80-card, four-player deck presented here features Southrons and Rohirrim. It's designed to make friends with fellow Shadow players, who will appreciate the Southron archery and ambush capabilities. The starting fellowship of Éomer and an **Elite Rider** makes sure that all those mounts and weapons aren't wasted. A strong Gandalf package provides condition control.



HARADRIM & HORSES

All cards are from
The Two Towers

STARTING

- 1x Frodo, Tired Traveller
- 1x The One Ring, Answer to All Riddles
- 1x Éomer, Third Marshal of Riddermark
- 1x Elite Rider

FREE PEOPLES

- 1x Brego
- 3x Elite Rider
- 2x Éowyn, Lady of Rohan
- 1x Firefoot
- 4x Gandalf, The White Wizard

- 1x Gandalf's Staff, Walking Stick
- 4x Grown Suddenly Tall
- 4x Rider's Mount
- 4x Rider's Spear
- 1x Shadowfax
- 4x Simbelmynë
- 4x Sword of Rohan
- 2x Théoden, Lord of the Mark
- 3x Work for the Sword
- SHADOW**
- 3x Men of Rhûn
- 4x On the March
- 4x Southron Archer
- 4x Southron Bow
- 4x Southron Bowman

- 2x Southron Commander
- 2x Southron Fighter
- 4x Southron Scout
- 4x Southron Soldier
- 4x Southron Spear
- 2x Southron Troop
- 3x Whirling Strike
- ADVENTURE DECK**
- Western Emyr Muil
- Plains of Rohan Camp
- Throne Room
- White Rocks
- Helm's Gate
- Hornburg Armory
- King's Room
- Wizard's Vale
- Orthanc Library

THE TWO TOWERS EASTERLING MENACE

by **Brian Kallenbach**
Lord of the Rings playtester

This deck is all about dealing damage with two of the new cultures in *The Two Towers* — both on the Fellowship and Shadow sides.

For the Fellowship, you take advantage of the Rohan horses' ability to deal damage to minions before skirmishes take place, giving your companions a little strength bonus and giving them a leg up on their opponents. The villagers also help, adding strength and keeping your low-vitality companions healthy.

Keeping your companions alive can be rough once they start taking damage. It's imperative that you win skirmishes against Uruk-hai decks to minimize the amount of damage you take. The fact that most of your companions will be natural nines against them helps, and you have two allies in Hlafwine and Léod who can exert to give +2 strength. Also, the huge damage bonuses you can gain can make multiple moves easy. Éomer on **Firefoot** alone will deal four wounds each time he wins a skirmish.

Setting up these combos can be difficult, but luckily, Rohan has one of the best cards for doing so in the game, **Simbelmynë**. With the ability to search your deck for any character or possession, getting Éomer, his spear, and his horse together isn't difficult. Need a companion right now, or one of your allies? Simbelmynë can fetch them too.

Watch out for Dunlending decks, however, as their low vitality actually hurts you more than it helps you. Without the free +2 strength from having a wound on their minions, their high strength can be a problem. And if you give them enough pool, they can easily cover your damage bonuses using **Hides**. Their capacity to discard your possessions can also hurt, knocking your Fellowship back down around the five- to seven-strength range. Against these decks, keep your Fellowship small, so that you're only facing one or two Dunlendings each time you move, then heal the damage with your villagers.

This deck could also use Éowyn, primarily her Sister-daughter version. Éowyn's ability to avoid death from wounds makes her invaluable in almost any deck, and her weapon, alongside the villagers in the deck, can make her just as lethal as Éomer. Including some non-Rohan companions, such as Aragorn and Faramir, can boost the survivability of your support characters and increase the amount of damage you deal.

On the Shadow side, archery is your focus and dealing direct damage is your key to victory. **Arrow from the South** is a powerful card that can enable one Southron archer to deal a lot of wounds late in the game — often four or five per copy of **Arrow from the South** in play! While you're not really set up to win that many skirmishes, getting an Arrow from the South out early can improve that, giving

you one or two tokens per copy. It's important to use these conditions often, however, since they're unique and they'll fly through your hand quickly. Using one lets you heal minions like **Desert Lord**, who can turn around and deal another couple of wounds to companions of your choice.

The **Southron Bow** is another potent utility, as three pool will almost always give you two extra damage. One **Southron Bowman** and one non-archer minion with a Southron Bow equals three damage without even considering skirmishes. Since Southron Bow can make your site-controllers into archers, controlling sites can be incredibly easy, as Arrow from the South heals your minions who exert to control sites. Control one or two sites and Southron Archer is suddenly dealing three wounds every time you put one on the table. Get out a **Regiment of Haradrim** with a Bow and the Archer and you're almost guaranteed a stop.

However, this strategy is a weak against smaller Fellowships, as you need to have a ton of pool to make it work. But the capacity to exert any companions you choose gives this deck the punch to beat most direct-damage decks — and can take down bigger Fellowship

members, or at the least, force your opponent to put your bigger minions on his smaller characters. If Aragorn and Gandalf are both exhausted, the Regiment of Haradrim are almost guaranteed a kill.

The Shadow side of this deck doesn't have a lot of room to spare, but there are a few options. If the archers cost too much, you can swap them out for other Southrons. This will cost less per minion, but to get their real damage output, you'll still have to spend the extra pool. Including some of the Southron pool-adding utilities, like **Flanking Attack** or **Southron Scout**, can make this more viable; you need a ton of pool to equal the damage you deal with the archers.

You can also include more strength enhancers, either through events or the **Southron Spear**, to win more skirmishes. With the low strength of some of the archers, winning skirmishes against the likes of Gandalf, Aragorn, and Éomer will be difficult. Generally, the smaller archers are just there to build up as much damage as they can before the skirmish phase and then die off, while the big boys tackle the larger opponents.



All cards from *The Two Towers*

STARTING

1x Frodo, Courteous Halfling
1x The One Ring, Answer to All Riddles

FREE PEOPLES

1x Éomer, Third Marshal of Riddermark
1x Éomer's Spear
4x Rider's Spear
4x Elite Rider
1x Firefoot
4x Rider's Mount
1x Weland, Smith of the

Riddermark

1x Guma, Plains Farmer
1x Hlafwine, Village Farmhand
1x Léod, Westfold Herdsman
3x Well Stored
4x Simbelmynë
4x Work for the Sword
SHADOW
4x Arrow from the South
3x Desert Lord
4x Elite Archer
2x Desert Lancers
2x Regiment of Haradrim

4x Southron Bowman
4x Southron Archer
4x Southron Bow
3x Southron Assassin

ADVENTURE DECK

Horse-country
Plains of Rohan Camp Stables
Westemnet Hills
Deeping Wall
Great Hall
King's Room
Wizard's Vale
Fortress of Orthanc

THE LORD OF THE RINGS TRADING CARD GAME

Player's Guide Fellowship of the Ring Mines of Moria Realms of the Elf-lords

Presented here are all 609 cards in the Fellowship Block, sorted by culture. Some promotional cards are also included; all have the same game text as their standard counterparts.

The One Ring and Dwarven culture cards begin on this page; Elven on page 45; Gandalf on page 49; Gondor on page 52; Isengard on page

55; Moria on page 60; Ringwraith on page 64; Sauron on page 68; Shire on page 72; Sites on page 76; and promo cards are on pages 80-81.

Rarity key: red border = rare; blue border = uncommon; black border = common; green border = premium/promo.



DWARVEN AXE

POSSESSION • HAND WEAPON

Bearer must be a Dwarf.
Each time a player's minion loses a skirmish to bearer, that player discards the top card from his draw deck.
"Buckler and sword, axe and mallet. / And during spurs were laid on hands!"

DWARVEN BRACERS

POSSESSION • BRACERS

Bearer must be a Dwarf.
Response: If bearer is about to take a wound, discard this possession to prevent that wound.
"Dwarven smiths forge bracers for fit and agility."

DWARVEN HEART

CONDITION

Bearer must be a Dwarf.
When you play this condition, heal bearer up to 2 times. At the start of each of your turns, exert bearer.
"A Dwarf goes on, he the burden bears his own weight."

ENDURANCE OF DWARVES

CONDITION

Bearer must be a Dwarf.
Skirmish: Discard this condition to make bearer strength +1.
"Dwarves are not so rough, and they do not rise sooner than Orcs."

***FARIN
DWARVEN EMISSARY**

COMPANION • DWARF

To play, spot a Dwarf.
While skirmishing an Orc, Farin is strength +2.
Among the emissaries sent to represent the Dwarves of Erebor at the Council of Elrond was Farin, a young but wise Dwarf, and a fluent foe in battle."

FLEURY OF BLOWS

EVENT

Skirmish: Make a Dwarf strength +2 (or +4 and damage +1 if bearing 2 hand weapons).
With a second axe, a warrior of Erebor can parry on either flank and counter quickly."

***FROR
GIMLI'S KINSMAN**

COMPANION • DWARF

To play, spot a Dwarf.
While skirmishing an Uruk-hai, Fror is strength +3.
"It appeared that amid the splendor of their works of hand the looms of the Dwarves of the Lonely Mountain were enabled."

***GIMLI
DWARF OF EREBOR**

COMPANION • DWARF

Damage +1.
Fellowship: Add 0 to place a card from hand beneath your draw deck.
"Gimli now walked ahead by the wizard's side, as never before he came to Moria."

***GIMLI
DWARF OF THE MOUNTAIN-RACE**

COMPANION • DWARF

Damage +1.
Each underground site's Shadow number is -2.
"In the ruins of the Dwarves, a dwarf's hand will be his way to boulder down Grot of Men or Hobbits."

***GIMLI
SON OF GLOIN**

COMPANION • DWARF

Damage +1.
Skirmish: Exert Gimli to make him strength +2.
"There was a younger dwarf at Glóin's side: his son Gimli."

***GIMLI'S BATTLE AXE**

POSSESSION • HAND WEAPON

Bearer must be Gimli.
He is **damage +1**.
Each time Gimli wins a skirmish, you may wound an Orc.
"Buckle them Gimli stood with his sword high apart, wielding his Dwarf-axe."

***GIMLI'S HELM**

POSSESSION • HELM

Bearer must be Gimli. He takes no more than 1 wound during each skirmish phase.
Skirmish: Discard Gimli's Helm to prevent all wounds to him.
A helm fashioned under the Lonely Mountain protects the head of Gimli the Dwarf."

***GLOIN'S PIPE**

POSSESSION • PIPE

Bearer must be Gimli.
Fellowship: Exert Gimli to add 1 to the number of pipes you can spot.
"And certainly it was from Bere that the art of smoking the genuine weed spread in the recent centuries among Dwarves and such other folk..."

***GLOIN
FRIEND TO THORIN**

COMPANION • DWARF

For each 000 tale you can spot, Glóin is strength +1 (limit +4).
"But what then would happen, if the Ring Ring were destroyed, as you seemed?"

GOLDEN LIGHT ON THE LAND

CONDITION

To play, spot a Dwarf. Plays to your support area.
At a site which is not underground, each Orc's twilight cost is +2. Discard this condition during the regroup phase.
"The Orcs will not, maybe, come out till after dark, but we must be far away before daylight."

GREAT WORKS BEGON THERE

CONDITION

Tale. Plays to your support area.
Each time you play a Dwarf, you may discard the top 2 cards from your draw deck to take a 000 event into hand from your discard pile.
"Moria! Moria! Long have its vast mountains lain empty since the children of Durin fled!"

0

***GREATEST KINGDOM OF MY PEOPLE**

CONDITION

Tale. Exert a Dwarf to play this condition. Plays to your support area. Each time your opponent plays an Orc, that player discards the top card of his or her draw deck.

"With golden roof and silver floor / And runes of power upon the door!"

18.10

1

***GRIMIR**
DWARVEN ELDER

ALLY • HOME 3 • DWARF

3

Fellowship: Exert Grimir to shuffle a event from your discard pile into your draw deck.

"Old and grey after many years spent in exile before the Lonely Mountain was reclaimed, Grimir can still wield his axe with strength."

18.10

1

HALLS OF MY HOME

EVENT

Fellowship: Exert a Dwarf to reveal the top 3 cards of any draw deck. You may discard 1 Shadow card revealed. Return the rest in any order.

"I will go and look on the halls of Thror, wherever they wait there."

18.10

0

HAND AXE

POSSESSION • HAND WEAPON

1

Bearer must be a Dwarf. This weapon may be borne in addition to 1 other hand weapon.

Archery: Discard this weapon to make the fellowship archery total +1.

"This weapon called me after me to attack. In answer, Gandalf's side was brought him down."

18.10

0

HERE LIES BALIN, SON OF FUNDIR

EVENT

Maneuver: Exert a Dwarf to wound 2 Orcs or to wound 1 Orc twice.

"I have looked on Moria, and it is very great, but it has become dark and dreadful, and we have found no sign of my kindred!"

18.10

2

LET THEM COME!

CONDITION

Plays to your support area.

Each time a Dwarf wins a skirmish against an Orc, discard that Orc. Discard this condition if a Dwarf loses a skirmish.

"There is one Dwarf yet on Moria who still breaths breath!"

18.10

2

LORD OF MORIA

CONDITION

Plays to your support area.

Each Dwarf is **damage +1**.

"Gandalf rushed about once the vast, empty chamber as we a huge slab of white stone. Recognizing instinctively the significance of this tomb, he fell to his knees, overcome with grief."

18.10

1

MAKE LIGHT OF BURDENS

CONDITION

Plays to your support area.

Maneuver: Exert a Dwarf companion and discard the top 3 cards from your draw deck to discard either a Shadow condition from a Dwarf or a weather condition.

"A Dwarf does not readily notice the weight on his back, or in his heart."

18.11

1

MINES OF KHAZAD-DUM

CONDITION

Plays to your support area.

Each time you play a tale, you may heal a Dwarf companion.

"Moria! Moria! Wonder of the Northern world!"

18.11

0

MITHRIL SHIRT

EVENT

Maneuver: Exert a Dwarf to discard cards from the top of your draw deck until you choose to stop (limit 5). Add for each card discarded in this way. Take the last card discarded into hand.

"Mithril! All folk desired it."

18.11

0

NOBODY TOSSES A DWARF

EVENT

Responder: If a Dwarf wins a skirmish, make an opponent discard 3 cards from the top of his or her draw deck.

"My folk have never had dealings with any of the servants of the Enemy!"

18.11

1

***REALM OF DWARROWDELF**

CONDITION

Plays to your support area.

Skirmish: Discard the top 3 cards from your draw deck to make a Dwarf strength +1 (limit +3) and, if underground, **damage +1** (limit +3).

"There must have been a mighty crowd of dwarves here... and every one of them braver than I am!"

18.11

0

SONG OF DURIN

CONDITION

Tale. To play, exert a Dwarf. Plays to your support area.

The twilight cost of each weapon is +2.

Fellowship: Discard this condition to discard up to 2 conditions.

"No harp is wrong, no harp ever false. / The darkness dwells in Durin's halls..."

18.12

0

STAIRS OF KHAZAD-DUM

CONDITION

Tale. Plays to your support area.

While a Dwarf skirmishes a minion, that Dwarf is strength +1.

"Moria - Khazad-dûm! Greater of the dwarf-halls - What I would not give to look upon its treasures!"

18.12

0

STILL DRAWS BREATH

EVENT

Responder: If a Dwarf wins a skirmish, heal that Dwarf.

"When darkness had fallen the rest fled drinking, leaving the defenders unharmed..."

18.12

1

STORM OF ARGUMENT

EVENT

Fellowship: Reveal a card at random from an opponent's hand. Shuffle up to X cards from your discard pile into your draw deck, where X is the twilight cost of the card revealed.

"I will be dead before I see the Ring in the hands of an Elf!"

18.12

0 THEIR HALLS OF STONE

EVENT

Skirmish: Make a Dwarf strength +2 (or +4 if at an underground site).

"These are not holes," said Gimli. "This is the great realm and city of the Dwarves! And of old it was not darkness, but full of light and splendour, as is still remembered in our songs."

1C/20

1 •THRARIN
DWARVEN SMITH

ALLY • HOME 3 • DWARF

4
2

Maneuver: Exert Thrarin to allow him to participate in archery fire and skirmishes until the regroup phase.

A blacksmith by trade, Thrarin puts down his hammer and takes up his axe to fight when the need arises.

1C/20

0 THINGS OF ENFOR

EVENT

Regroup: Spot a Dwarf to draw 3 cards. Any Shadow player may remove 1 to prevent this.

"...we have so far been fortunate, though we do not escape the shadow of these times."

2C/10

0 TILL DUBIN WAKES AGAIN

CONDITION

Tale. Plays to your support area. Each time a Dwarf companion moves from an underground site, you may heal that Dwarf.

"Gimli was silent. Having sung his song, he would say no more."

2C/10

2 WEALTH OF MORIA

EVENT

Fellowship: Spot a Dwarf to reveal the top 3 cards of your draw deck. Take all Free Peoples cards revealed into hand and discard the rest.

"For here alone in all the world was found, Moria—silver, or true-silver as some have called it, smelted in the Elvish name."

1C/20

1 WHAT AM WE WAITING FOR?

EVENT

Fellowship: Exert a Dwarf to make an opponent draw 2 cards. That player then chooses to either discard 2 Shadow cards from hand or skip his or her next Shadow phase.

"It is not despair, for despair is only for those who see the end beyond all doubt."

2C/10

1 A BLENDED RACE

CONDITION

To play, spot an Elf. Plays to your support area.

Each Uruk-hai is strength -2 and loses all damage bonuses. Discard this condition during the regroup phase.

"...he has been doing something to them... For these Junglers are even more like wicked Men."

2C/10

0 ANCIENT ENMITY

EVENT

Skirmish: Make an Elf strength +1. If a minion loses this skirmish to that Elf, that minion's owner discards 2 cards at random from hand.

Hard and bitter is the Elven hatred of Orcs, for they have lost many thousands to Orcs' savagery.

1C/20

2 •ARWEN
DAUGHTER OF ELROND

COMPANION • ELF

6
3

Ranger. While skirmishing a Nazgûl, Arwen is strength +3.

"Long she had been in the land of her mother's kin, in Rivens beyond the mountains, and was but lately returned to Rivendell to her father's house."

1C/10

2 •ARWEN
ELVEN RIDER

COMPANION • ELF

6
3

Ranger. Response: If the Ring-bearer is about to take a wound, discard 3 cards from hand to prevent that wound.

"If I can cross the river, the power of my people will protect him."

1C/10

2 •ARWEN
LADY UNDÓMIEL

COMPANION • ELF

6
3

While you can spot 3 allies whose home is site 3, each minion skirmishing Arwen is strength -3.

"Quietly she looked, and thought and knowledge were in her glance, as of one who has known many things that the years bring."

1C/10

2 •ASFALOTH

POSSESSION • MOUNT

2

Bearer must be an Elf. When played on Arwen, Asfaloth's twilight cost is -2. While at a plains site, bearer is strength +2. Discard Asfaloth when at an underground site.

"Now him, Asfaloth, now him!"

1C/10

1 BIREN AND LUTHIEN

CONDITION

Tale. Plays to your support area.

Skirmish: Exert an ally to discard the bottom card of your draw deck. If that card is an ally card, make a minion skirmishing an Elf strength +1.

"Tinsviel! Tinsviel! / He called her by her elvish name. / And there she halted listening."

2C/10

1 BORDER DUTIES

EVENT

Skirmish: Make an Elf strength +2 (or +4 if skirmishing an archer).

"None of the Orcs will ever return out of Rivens. And there will be many Elven halldens on the northern border before another night falls."

1C/10

1 •BOW OF THE GALADHRIM

POSSESSION • RANGED WEAPON

1

Bearer must be Legolas.

Each time Legolas wins a skirmish, you may wound a minion.

"To Legolas she gave a bow such as the Galadhrim used, longer and stouter than the bows of Mirkwood, and strong with a string of elf-hair."

2C/10

2 •CALAGLIN
ELF OF LORIN

ALLY • HOME 6 • ELF

3
3

Archer. Regroup: Exert Calaglin to wound a minion.

"We have been keeping watch on the rivers, ever since we saw a great troop of Orcs going north toward Moria..."

2C/10

1

CAST IT INTO THE FIRE!

EVENT

Maneuver: Spot an Elf to make each opponent discard a card from his or her hand. Draw a card for each card discarded in this way.

"It should have been cast then into Oshirind's fire high at hand where it was made."

18/18

2

CELEBORON
LORD OF LORIN

ALLY • HOME 6 • ELF

6

3

Fellowship: Exert Celeborn to heal an ally.

"They were clad wholly in white... and the hair of the Lord Celeborn was of silver long and bright, but no sign of age was upon them, unless it were in the depths of their eyes; for these were born as lambs in the sunlight, and so preserved."

18/18

0

CURSE THEIR FOUL FEET!

EVENT

Fellowship: Exert an Elf to reveal an opponent's hand. That player discards a card from hand for each Orc revealed.

"A strong company of Orcs has passed. They cursed the Dimwood — curse their foul feet in its clean water!"

18/18

1

DEFIANCE

EVENT

Skirmish: Make an Elf strength +2 (or +4 if skirmishing a Nangol).

"If you want him, come and slay him!"

18/18

2

DINENDAL
SILENT SWORD

ALLY • HOME 6 • ELF

3

3

Archer, Regroup: Exert Dinendal to remove.

"He was almost certain that he could hear stealthy movements... 'Not Elven' for the woodland folk were altogether careless in their movements."

18/18

0

DISMAY OUR ENEMIES

EVENT

Response: If an Elf archer wins a skirmish, make an opponent choose a minion to discard. That opponent may remove to prevent this.

"Reeling from the bite of an arrow, the Cave Troll became enraged trying to crush the nimble Elf."

18/18

0

DOUBLE SHOT

EVENT

Archery: Spot an Elf archer companion to make the fellowship archery total +1.

"The ally was sharp, but the ones were damaged by the force of the defense. Angles that you through the throat."

18/18

1

ELF SONG

EVENT

Fellowship: Spot an Elf to remove a burden.

"...the beauty of the melody and of the earnest words in slow-sung, even though he understood them little, held him as a spell, as soon as he began to attend to them."

18/18

1

ELROND
HERALD TO GIL-GALAD

ALLY • HOME 3 • ELF

8

4

At the start of each of your turns, you may spot an ally whose home is site 3 to heal that ally twice.

Regroup: Exert Elrond twice to heal a companion.

"Venerable he seemed as a king crowned with many winters, and yet hale as a trail warrior..."

18/18

4

ELROND
LORD OF RIVENDEL

ALLY • HOME 3 • ELF

8

4

To play, spot Gandalf or an Elf. At the start of each of your turns, heal every ally whose home is site 3.

Fellowship: Exert Elrond to draw a card.

"He was the lord of Rivendell and mighty among both Elves and Men."

18/40

1

ELVEN BOW

POSSESSION • RANGED WEAPON

Bearer must be an Elf. Bearer is an archer.

"We live now upon an island amid many ponds, and our hands are more often upon the bowstring than upon the lamp."

18/18

1

ELVEN CLOAK

POSSESSION • CLOAK

To play, spot an Elf. Bearer must be a companion. The mission archery total is -1.

"...never before have we clad strangers in the garb of our own people."

18/40

2

ERESTOR
CHIEF ADVISOR TO ELROND

ALLY • HOME 3 • ELF

5

2

To play, spot an Elf. **Response:** If an Elf is about to take a wound from a minion or event, exert Erestor to prevent that wound.

"Then there are but two contrivances... to hide the Ring for ever, or to smother it."

18/18

2

FAR-SEEING EYES

CONDITION

Plays to your support area. Each time you play an Elf, choose an opponent to discard a card from hand.

"Kien Elven eyes are sharper and more clearly than those of Men or Dwarves."

18/40

1

FORESTS OF LOTLOMBEN

CONDITION

Plays to your support area. Each time the fellowship moves, you may spot 3 allies to wound a minion.

"...Also for Isildur that I live! It would be a poor life in a land where no maiden goes."

18/40

1

FOUL CREATION

EVENT

Fellowship: Exert an Elf to reveal an opponent's hand. You may discard a minion revealed to draw 2 cards.

"Gremman's Uruk that mirrored the singular faces of their master, viewing with contempt and disgust all they encountered."

18/18

1 FRIENDS OF OLD

EVENT

Fellowship: Reveal a card at random from an opponent's hand. Heal X @ allies, where X is the twilight cost of the card revealed.

"You have been summoned here to answer the threat of Mordor."

LC 16

3 GALADRIEL
LADY OF THE GOLDEN WOOD

ALLY • HOME 6 • ELF

3 At the start of each of your turns, you may heal an Elf.

Fellowship: Exert Galadriel to play the fellowship's next site if it is a forest (replacing opponent's site if necessary).

"There is in her and in this land no evil, unless a man bring a biter himself. There let him beware!"

LC 17

3 GALADRIEL
LADY OF LIGHT

ALLY • HOME 6 • ELF

3 At the start of each of your turns, heal every ally whose home is site 6.

Fellowship: Exert Galadriel to play an Elf for free.

"Very tall they were, and the Lady no less tall than the forest, and they were grave and beautiful... and the hair of the Lady was of deep gold..."

LC 18

2 GALDOR
COUNCILOR FROM THE WEST

ALLY • HOME 3 • ELF

5 To play, spot an Elf.

Regroup: Exert Galdor and spot a minion to return that minion to its owner's hand.

"My heart tells me that Samwise will expect us to take the western way, when he learns what has befallen. He soon will."

LC 19

1 GIFT OF BOATS

CONDITION

To play, exert an Elf ally. Plays to your support area.

When the fellowship is at a river during the fellowship phase, the move limit for this turn is +1.

"They will not sink, bide them as you will, but they are wayward if mishandled."

LC 46

1 GIFT OF THE EVENSTAR

CONDITION

To play, spot Arwen. Bearer must be Aragorn.

Skirmish: Exert Aragorn or discard 2 cards from hand to make a minion skirmishing Aragorn strength -1.

"It is mine to give to whom I will... like my heart."

LC 47

2 GOLRADIR
COUNCILOR OF IMADRIS

ALLY • HOME 3 • ELF

4 To play, spot an Elf.

Skirmish: Exert Golradir to make an Orc strength -1.

"Their stay at Rivendell provided the Fellowship with counsel from many sources."

LC 48

2 GWEPHIGIL

POSSESSION • HAND WEAPON

2 Bearer must be Arwen. She is **damage +1**.

Skirmish: Exert Arwen or discard 2 cards from hand to make her strength +1.

"Forged by the Elven-masters of Rivendell, Arwen's blade bears enchantments to ward off the forces of the Great Evil."

LC 49

2 HALDIR
ELF OF THE GOLDEN WOOD

COMPANION • ELF

5 To play, spot an Elf.

While Haldir is at site 6, 7, or 8, he is strength +2.

"But there are some of us still who go abroad for the gathering of news and the watching of our enemies... I am one. Haldir is my name."

LC 48

2 HOSTS OF THE LAST ALLIANCE

CONDITION

Tide: Plays to your support area.

While you can spot an Elf companion, the minion archery total is -1.

Response: If an Elf is about to take a wound, discard this condition to prevent that wound.

"...many great princes and captains were assembled..."

LC 49

2 LEGOLAS
GREENLEAF

COMPANION • ELF

6 Archer.

Archery: Exert Legolas to wound a minion; Legolas does not add to the fellowship archery total.

"And I too will go with him," said Legolas. "It would be faithless now to say farewell."

LC 50

2 LEGOLAS
PRINCE OF Mirkwood

COMPANION • ELF

6 Archer.

While skirmishing a Nazgûl, Legolas is strength +3.

"There was also a strange Elf clad in green and brown, Legolas a messenger from his father, Thranduil, the King of the Elves of Northern Mirkwood."

LC 51

2 LEGOLAS
SON OF THRANDUIL

COMPANION • ELF

6 Archer.

While Legolas is at a river or forest, add 1 to the fellowship archery total.

"Dressed by the bow of Galadriel, and the hand and eye of Legolas... That was a mighty shot in the dark, my friend!"

LC 52

0 LIGHTGOODNESS

EVENT

Archery: Spot an Elf companion to make the minion archery total -1.

"...as a ploughman plough, but about an acre for ploughing, and for running light over grass and leaf, or over snow - an Elf!"

LC 53

1 LONG-KNIVES OF LEGOLAS

POSSESSION • HAND WEAPON

1 Bearer must be Legolas.

Each Orc or Uruk-hai skirmishing Legolas is strength -2.

"Sharp, bone-handled knives defend the Elves of Mirkwood at close quarters."

LC 54

1 LORIEN ELF

COMPANION • ELF

4 To play, spot an Elf.

"...we dwell now in the heart of the forest, and do not willingly have dealings with any other folk."

LC 55

1

MALLORN-TREES



CONDITION

Plays to your support area.
Fellowship: Reveal an card from hand and place it beneath your draw deck.
"Upon the further side there rose to a great height a green wall enclosing a green hill thronged with mallorn-trees taller than any they had yet seen in all the land."

15.14

1

MASTER OF HEALING



EVENT

Fellowship or Regroup: Spot Elrond (or 2 allies) to heal a companion or ally.
"Elrond has cured you: he has tended you for days, ever since you were brought in."

15.12

0

•NENYA



ARTIFACT • RING

Bearer must be Galadriel.
 At the start of each regroup phase, you may discard up to 2 cards from hand to draw the same number of cards.
"Verily it is in the land of Eriador upon the fender of Galadriel that one of the Three remains. This is Narya, the Ring of Adamant, and I am its bearer."

+1

18.12

2

•OROPHIN
 LOBIEN BOWMAN



ALLY • HOME 6 • ELF

3

Archer.
Archery: Exert Orophin to wound an Uruk-hai.
"The swift bow of Orophin, Haldir's kinsman, has slain many Orcs."

3

17.16

0

•PIIAL OF GALADRIEL



POSSESSION

To play, exert an Elf. Bearer must be the Ring-bearer.
 Bearer's resistance is +2.
"May it be a light to you in dark places, when all other lights go out. Remember Galadriel and her Mirror!"

15.19

1

RELEASE THE ANGRY FLOOD



EVENT

Maneuver: Exert an Elf to wound each Nazgûl once (or twice if at a river).
"The three Riders that were still in the midst of the Ford were overwhelmed... Their parting cries were drowned in the roaring of the river as it carried them away."

18.19

2

•RUMIL
 ELVEN PROTECTOR



ALLY • HOME 6 • ELF

3

Archer.
Archery: Exert Rûmil to wound an Orc.
"Brother to Haldir, Rûmil guards the northern marches of the Golden Wood."

3

15.17

2

•SAELBETH
 ELVEN COUNCILOR



ALLY • HOME 3 • ELF

4

To play, spot an Elf.
Skirmish: Exert Saelbeth to make an Uruk-hai strength -1.
"The wisdom of Saelbeth prepared the Company for the dangers they would face."

3

15.20

2

SECRET SENTINELS



EVENT

Maneuver: Exert an Elf ally to discard a condition (or 2 conditions if you spot an Orc).
Maneuver: Add and exert a Dwarf to heal an Elf, or add and exert an Elf to heal a Dwarf.
"Yet so little faith and trust do we find now in the world beyond Eriador... that we dare not by our own trust endanger our land."

28.25

1

SHOULDER TO SHOULDER



CONDITION

Plays to your support area.
Maneuver: Add and exert a Dwarf to heal an Elf, or add and exert an Elf to heal a Dwarf.
"May it be a sign that though the world is now dark better days are at hand, and that friendship shall be renewed between our peoples."

11.18

2

•SILINDE
 ELF OF MIRRORWOOD



ALLY • HOME 3 • ELF

5

While you can spot your site 3, Silinde has the game text of that site.
"Among the representatives of the Clans of Northern Mirrorwood was Silinde, friend of the House of Thranduil."

2

15.06

0

SOMETHING DRAWS NEAR



EVENT

Fellowship or Maneuver: Exert an Elf to discard an possession or artifact.
"We have hunted and slain many Orcs in the woods..."

11.26

1

SONGS OF THE
 BLESSED REALM



CONDITION

Plays to your support area.
 Each time you play an tale, you may remove a burden.
"Ours seem to be like music and poetry and tales as much as Hobbits like food."

15.04

1

STAND AGAINST DARKNESS



EVENT

Maneuver: Exert an Elf to discard a minion, a condition, or a possession.
"What power still remains lies with us, here in Imbari, or with Cúrdan at the Havens, or in Eriador. But have they the strength, have we here the strength to withstand the Enemy?"

15.04

1

SUPPORT OF THE LAST
 HOMEY HOUSE



EVENT

Maneuver: Exert an Elf ally whose home is site 3. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.
"Merely to be there was a cure for weariness, fear, and sadness."

15.04

1

SWAN-SHIP OF THE
 GALADRIEL



EVENT

Maneuver: Exert an Elf ally whose home is site 6. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.
"...and suddenly they perceived that it was a ship, wrought and carved with even-skill in the likeness of a bird."

15.04

2 THE COUNCIL OF ELROND



EVENT

Fellowship: Spot an Elf to play a tale from your draw deck.

"You will hear today all that you must in order to understand the purposes of the Enemy... What shall we do with the Ring, the heart of evil, the trifle that Sauron fancies 'That is the doom that we must doom'?"

18.31

1 THE LAST ALLIANCE OF ELVES AND MEN



CONDITION

Tale. Bearer must be a ♦ Man. Limit 1 per bearer.
Bearer is strength +1 for each Elf you can spot (limit +3).

"But Sauron of Mordor assailed them, and they made the last Alliance of Elves and Men, and the hosts of Gil-galad and Elessar were mustered..."

18.40

2 THE MIRROR OF GALADRIEL



POSSESSION

Plays to your support area.
Each Elf ally whose home is site 6 is strength +1.

Fellowship: Exert Galadriel to look at 2 cards at random from an opponent's hand. Discard one and replace the other.

"What you will see I cannot tell..."

18.39

0 THE SEEN AND THE UNSEEN



EVENT

Fellowship: Exert 2 Elves to discard a condition.

"You have entered the realm of the Lady of the Wood — you cannot go back."

18.38

1 THE SPLENDOR OF THEIR BANNERS



CONDITION

Tale. Bearer must be an Elf companion.
Archery: If bearer is an archer, exert bearer to make the fellowship archery total +1.

"It recalled to me the glory of the Elder Days and the hosts of Beleriand, so many great princes and captains were assembled..."

18.42

1 THE TALE OF GIL-GALAD



CONDITION

Tale. Bearer must be an Elf.
Skirmish: Discard this condition to make bearer strength +2.

"Gil-galad was an Elf-king / Of him the bards sadly sing / 'Tis he whose realm was fair and free / Between the Mountains and the Sea..."

18.36

1 THE WHITE ARROWS OF LORIEN



CONDITION

Tale. Bearer must be an Elf companion.
Archery: If bearer is an archer, exert bearer to make an opponent discard 2 cards at random from hand.

Straight and true, the arrows of the Golden Wood are known to leave a deadly mark.

18.46

2 URUVIEL
MAID OF LORIEN



ALLY • HOME 6 • ELF

5 While you can spot your site 6, Uruviel has the game text of that site.

2 *An Elf-maid of the Galadhrim, Uruviel has dwelt for years beneath the mallorn-trees of Lethbrin.*

18.40

0 VILYA



ARTIFACT • RING

Bearer must be Elrond.

Maneuver: Exert Elrond twice and spot a Shadow condition to return that condition to its owner's hand.

"Upon his finger was a ring of gold with a great blue stone, Vilya, mightiest of the Three."

18.27

2 VOICE OF NIMRODEL



EVENT

Tale. **Skirmish:** Exert an Elf at a river or forest to cancel a skirmish involving that Elf.

"Beside the falls of Nimrodel, / 'Tis water clear and cool, / Her voice as falling silver fell / Into the shining pool."

18.30

1 A WIZARD IS NEVER LATE



EVENT

Fellowship: Play a ♠ character from your draw deck.

"A wizard is never late, Frodo Baggins, not to be early. He arrives precisely when he means to."

18.47

1 ALBERT DREARY
ENTERTAINER FROM BREE



ALLY • HOME 1 • MAN

3 To play, spot Gandalf.

Maneuver: Exert Albert Dreary to discard a ♠ or ♣ condition.

"Typical of Bree-folk, Albert is a plain but steady-hearted fellow. He doesn't seek trouble, but he is willing to protect his home."

18.49

0 BARLIMAN BUTTERBUR
PRANCING PONY PROPRIETOR



ALLY • HOME 1 • MAN

1 **Fellowship:** Exert Barliman Butterbur to take a ♠ event into hand from your discard pile.

2 *"You don't know much more about them, if you think old Barliman is stupid," said Gandalf. "He is wiser enough on his own ground."*

18.29

1 BETRAYAL OF ISENGARD



CONDITION

Plays to your support area.
Each time an opponent draws a card (or takes a card into hand) during the Shadow phase, you may remove 0.

Maneuver: Exert Gandalf to wound Saruman twice.

"There is only one Lord of the Ring."

18.28

1 DEEP IN THOUGHT



EVENT

Spell. **Maneuver:** Spot Gandalf and 4 twilight tokens to discard all Shadow conditions.

"He was... trying to recall every memory of his former journey in the Mines, and considering anxiously the next course that he should take..."

18.30

1 DEPART SILENTLY



EVENT

Stealth. **Maneuver:** At sites 1 to 5, spot Gandalf to prevent Hobbits from being assigned to skirmishes until the regroup phase. At any other site, spot Gandalf to make a Hobbit strength +3 until the regroup phase.

"Be careful, both of you."

18.38

2 DÚRIN'S SECRET

EVENT

Fellowship: Spot Gandalf, a Dwarf, and an Elf to make the move limit for this turn +1.

"They are wrought of shadow that warriors only starlight and moonlight, and sharp until it is touched by one who speaks words now long forgotten in Middle-earth."

2 •ERLAND
ADVISOR TO BRAND

ALLY • HOME 3 • MAN

5
2

To play, spot Gandalf. Shadow players may not look at or reveal cards in your hand.

"They are good folk the Barding. The grandson of Bard the Bowman rules them, Brand son of Bain son of Bard."

1 FIREWORKS

EVENT

Spell. Fellowship: Spot Gandalf to shuffle up to 2 ♣, or up to 2 ♠ cards from your discard pile into your draw deck.

"The finest rockets ever seen; they burst in stars of blue and green."

4 •GANDALF
FRIEND OF THE SHIREFOLK

COMPANION • WIZARD

6
4

Gandalf is strength +1 for each of these races you can spot in the fellowship: Hobbit, Dwarf, Elf, and Man.

"Among the Wise I am the only one that goes in for hobbit lore, an obscure branch of knowledge, but full of surprises."

4 •GANDALF
THE GREY PILGRIM

COMPANION • WIZARD

7
4

At the start of each of your turns, you may draw a card.

"When evening in the Shire was grey / his footsteps on the Hill were heard, / before the dawn he went away / on journey long without a word."

4 •GANDALF
THE GREY WIZARD

COMPANION • WIZARD

7
4

Fellowship: Exert Gandalf to play a companion who has the Gandalf signet. The twilight cost of that companion is -2.

"... his long white hair, his sweeping silver beard, and his broad shoulders, made him look like some wise king of ancient legend."

1 •GANDALF'S CART

POSSESSION

Plays to your support area.

Fellowship: Stack a Free Peoples artifact (or possession) from hand on this card, or play a card stacked here as if played from hand.

"A cart came in through Bywater... An old man was driving it all alone."

0 •GANDALF'S PIPE

POSSESSION • PIPE

Bearer must be Gandalf.

Fellowship: Discard a pipeweed possession and spot X pipes to remove X burdens.

"I know what is the matter with me," he muttered, as he sat down by the door. "I need smoke!"

2 •GANDALF'S STAFF

ARTIFACT • STAFF

1

Bearer must be Gandalf.

The twilight cost of each ♣ spell is -1.

Skirmish: Exert Gandalf twice to cancel a skirmish involving him.

"As the wizard passed on ahead up the great steps, he held his staff aloft, and from its top there came a faint radiance."

0 GANDALF'S WISDOM

CONDITION

Plays to your support area.

The twilight cost of each possession or artifact played on Gandalf or a character who has the Gandalf signet is +1.

"Now as the companions sat or walked together they spoke of Gandalf, and all that each had known and seen of him came clear before their minds."

2 •GLAMDRING

POSSESSION • HAND WEAPON

2

Bearer must be Gandalf.

He is damage +1.

Fellowship or Regroup: Exert Gandalf to reveal an opponent's hand. Remove 1 for each Orc revealed.

"... in his other hand Glamdring gleamed, cold and white."

1 HIS FIRST SERIOUS CHECK

EVENT

Maneuver: Spot Gandalf to reveal a card at random from an opponent's hand. You may add 1 to discard that card, where X is the twilight cost of the card revealed.

"... a false turn now might be disastrous"

1 •HUGIN
EMISSARY FROM LAKETOWN

ALLY • HOME 3 • MAN

4
2

To play, spot Gandalf.

Fellowship: Exert Hugin to reveal a Free Peoples card from your discard pile and place it beneath your draw deck.

Several wise Barding were sent to Erend to tell of the Dark Lord's new offer.

2 INTIMIDATE

EVENT

Spell. Response: If a companion is about to take a wound, spot Gandalf to prevent that wound.

"Go back to the Shadow!"

1 •JARNSMID
MERCHANT FROM DALE

ALLY • HOME 3 • MAN

4
2

To play, spot Gandalf.

Each time you play a shield, armor, helm, or hand weapon, its twilight cost is -1.

The Men of Dale freely traded with the Dwarves of the Lonely Mountain for fine metalwork.

0 LET FOLLY BE OUR CLOAK

EVENT

Fellowship: Exert X companions to remove 1.

"Well, his folly be our cloak, a veil before the eyes of the Enemy." - Frodo. His brave thought will not enter that any will refuse it, that having the Ring we may seek to destroy it."





3 •BOROMIR
LORD OF GONDOR



COMPANION • MAN

7
3

Ranger.
Boromir is not overwhelmed unless his strength is tripled.
"... Boromir will also be in the Company. He is a valiant man."

LC 894

3 •BOROMIR
SON OF DENETHOR



COMPANION • MAN

7
3

Skirmish: Exert Boromir to make a Hobbit strength +3.
"Long has my father, the Seward of Gondor, held the fates of Mordor at bay—by the hand of our people are the hands of others kept safe."

LC 895

0 •BOROMIR'S CLOAK



POSSESSION • CLOAK

Bearer must be Boromir.
Maneuver: Exert Boromir to discard a weather condition.
"He was elated and lovelied as if for a journey on horseback, and indeed though his garments were rich, and his cloak was lined with fur, they were stained with long travel."

LC 896

0 CHANGE OF PLANS



EVENT

Regroup: Exert a ranger to make an opponent shuffle his hand into his draw deck and draw 5 cards.
"Then let me help you. There are other ways. Trade—other paths that we might take."

LC 897

1 CITADEL OF MINAS TITHI



CONDITION

Plays to your support area.
You may heal a ♦ companion at the end of each turn during which no companion or ally lost a skirmish.
"One day our paths will lead us there, and the Tower guards shall take up the call—The Lords of Gondor have returned."

LC 898

1 COAT OF MAIL



POSSESSION • ARMOR

Bearer must be a Man.
Bearer may not be overwhelmed unless his strength is tripled.
Soldiers of the White Tower have long appreciated the craftsmanship of the Gondorian metalworkers.

LC 899

0 DAGGER STRIKE



EVENT

Skirmish: Make a ♦ or ♣ companion bearing a hand weapon strength +2 and damage +1.
Every warrior needs a sword, bow, or axe—but sometimes, a dagger is enough.

LC 900

0 ELENDEL'S VALOR



EVENT

Maneuver: Make a ♦ companion defender +1 until the regroup phase.
"In pompous of ancient kings, I in charmed rings he adorned him; / his shining shield was scored with runes / to ward all wounds and harm from him..."

LC 901

1 EREGLON'S TRAILS



EVENT

Maneuver: Exert a ranger to make each roaming minion strength -3 until the regroup phase.
"Guided by Aragorn they struck a good path. It looked to Frodo like the remains of an ancient road, that had once been broad and well planned..."

LC 902

0 FLAMING BRAND



POSSESSION • HAND WEAPON

1

Bearer must be a Man.
This weapon may be borne in addition to 1 other hand weapon.
Bearer is strength +2 and damage +1 while skirmishing a Nazgûl.
"...a gleaming of Spinder laying out of the darkness with a flaming brand of wood in either hand."

LC 903

0 FLEE IN TERROR



EVENT

Response: If a ♦ companion wins a skirmish, discard an exhausted Orc. That minion's owner may remove ♦ to prevent this.
"Aragorn smote to the ground the captain that stood in his path, and the rest fled in terror of his wrath."

LC 904

1 FOES OF MORDOR



CONDITION

Plays to your support area.
Maneuver: Exert a ♦ character to wound a ♣ minion.
Through the long years, the Men of the Tower of Guard have shielded the West from the minions of the East.

LC 905

0 GONDOR BOWMEN



CONDITION

Tale. Plays to your support area.
Archery: Exert a ♦ companion and discard this condition to make the fellowship archery total +2.
Arrows of the Last Alliance brought death to Sauron's forces.

LC 906

0 GONDOR WILL SEE IT DONE



EVENT

Response: If a companion is about to take a wound, exert a ♦ companion to prevent that wound.
"Boromir! ... Go after those two young hobbits, and guard them at the last, even if you cannot find Frodo."

LC 907

0 GONDOR'S VENGEANCE



EVENT

Regroup: Exert a ranger companion to discard a minion.
A Ranger in the wild is a deadly foe for the forces of the Shadow.

LC 908

1 GREAT SHIELD



POSSESSION • SHIELD

Bearer must be a Man.
The minion archery total is -1.
The Kingdom of Gondor has smiths much practiced in creating strong tools of war.

LC 909

0
•HORN OF BOROMIR



POSSSESSION

Bearer must be Boromir.
Maneuver: Exert Boromir and spot an ally. Until the regroup phase, that ally is strength +3 and participates in archery fire and skirmishes.
"On a battle he wore a great horn tipped with silver..."

18 G

1
MIGHT OF NUMENOR



EVENT

Tale.
Maneuver: Spot a ♦ companion to reveal a card at random from an opponent's hand. Heal X companions, where X is the twilight cost of the card revealed.
"But the lords of Minas Tirith will fight on..."

24 G

1
NATURAL COVER



CONDITION

To play, spot a ranger. Plays to your support area.
While the fellowship is at a forest, the minion archery total is -2.
The tree, the bush, the leaf. To a ranger, these are all defenses against the enemy.

25 D

0
NO MORE RANGER



EVENT

Skirmish: Exert Aragorn to make another companion strength +2 (or +3 if that companion has the Aragon signet).
"If by my life or death I can protect you, I will..."

28 W

0
NO STRANGER TO THE SHADOWS



CONDITION

Bearer must be a ranger. Limit 1 per ranger.
Each site's Shadow number is -1.
"Ah, but you had not got me with you then," laughed Smeagol. "My cuts, short as long, don't go wrong."

31 D

0
ONE WHOM MEN WOULD FOLLOW



EVENT

Maneuver: Exert Aragorn and spot an ally. Until the regroup phase, that ally is strength +2 and participates in archery fire and skirmishes.
"The skill of the elves can reinforce the Sword of Gondor - but only you have the power to wield it."

33 W

0
PATHFINDER



EVENT

Fellowship or Regroup: Spot a ranger to play the fellowship's next site (replacing opponent's site if necessary).
"Smeagol can take you by paths that are seldom trodden. Will you have him?"

34 D

0
PURSUIT JUST BEHIND



EVENT

Regroup: Exert a ranger companion to wound every minion.
"We must do something to delay the enemy first. We will make them fear the Chamber of Mazarbul!"

38 D

1
•RANGER'S SWORD



POSSSESSION • HAND WEAPON

2
Bearer must be Aragorn. He is damage +1.
Aragorn is a trustworthy companion and a deadly foe. His years roaming the wild have honed his swordfighting skills.

44 G

0
SENTINELS OF NUMENOR



EVENT

Skirmish: Make a ♦ companion strength +2 (or +4 if in a fierce skirmish).
"... they still preserved, through the mists and rains of forgotten years the mighty likenesses in which they had been born."

45 D

1
•SHIELD OF BOROMIR



POSSSESSION • SHIELD

Bearer must be a ♦ companion. The minion archery total is -1. If bearer is Boromir, each minion skirmishing him does not gain strength bonuses from weapons.
Boromir bears the heirlooms of the Steward's house with pride.

48 D

0
SOME WHO RESISTED



EVENT

Tale.
Maneuver: Spot a ♦ companion to make the twilight cost of each maneuver event +2.
"In the south the realm of Gondor long endured, and for a while its splendor grew..."

51 D

0
STILL SHARP



EVENT

Skirmish: Spot The Shards of Narsil to make a ♦ companion strength +3 and damage +1.
"The shards of 'Narsil... the blade that cut the Ring from Sauron's hand..."

53 D

0
STRENGTH OF KINGS



EVENT

Response: If a Skirmish event is played during a skirmish involving a ♦ Man, cancel that event.
"Believe not that in the land of Gondor the blood of Numenor is spent, nor all its pride and dignity forgotten..."

58 D

0
SWORDSMAN OF THE WHITE TOWER



EVENT

Skirmish: Make a ♦ companion strength +2 (or +4 if he is defender +1).
"By our valour the wild folk of the East are still restrained, and the terror of Morgul kept at bay; and thus alone are peace and freedom maintained in the lands behind us, bulwark of the West..."

59 D

0
SWORDSMAN OF THE NORTHERN KINGDOM



EVENT

Skirmish: Make a ranger strength +2 (or +4 when skirmishing a roaming minion).
"This is no mere Ranger. He is Aragorn, son of Arwen... and you owe him your allegiance..."

60 D

1

•THE CHOICE OF LUTHIEN



CONDITION

Tale. Plays to your support area.
Maneuver: Exert Aragorn to heal Arwen, or exert Arwen to heal Aragorn.
"But she chose mortality, and to die from the world, so that she might follow him; and it is sung that they met again beyond the Sundering Seas..."

18.000

1

•THE SAGA OF ELENDIL



CONDITION

Tale. Bearer must be a ♠ companion.
Skirmish: Discard this condition to make bearer strength +2.
"From out of the depths of the Sea, from the fabled land of 'Nimnor, came Elendil to Middle-earth to found the kingdoms of Amor and Gondor."

18.000

1

•THE SWORDS OF NARSIL



ARTIFACT

Plays to your support area.
Fellowship: Stack a ♠ card from hand here.
Fellowship: Add 0 to take a card stacked here into hand.
"...Narsil was broken and its light extinguished, and it had not yet been forged again."

18.000

1

VALIANT MAN OF THE WEST



EVENT

Maneuver: Make Aragorn defender +1 and he takes no more than 1 wound during each skirmish phase until the regroup phase.
"...I swore to protect you..."

18.000

0

VOICE OF RUINS



EVENT

Maneuver: Exert Aragorn to make each companion with the Aragorn signet damage +1 until the regroup phase.
"As he ran the cries came louder, but fainter now and desperately the horn was blowing."

18.000

0

WE MUST GO WARILY



EVENT

Response: If the fellowship moves in the regroup phase, exert a ♠ companion to make each minion's twilight cost +2 until the next regroup phase.
"This is the haven of Rivendell, a fair place in the summer days of old. Let us hope that my rail has yet come here."

18.000

1

WHAT ARE THEY?



EVENT

Maneuver: Spot a ranger to discard a roaming minion.
"They were men... once..."

18.000

1

A FELL VOICE ON THE AIR



CONDITION

Plays to your support area.
Shadow: Exert Saruman to play an ⚔ weather condition from your discard pile. Its twilight cost is +2.
"He is strong in living down the mountains."

18.000

1

ABANDONING REASON FOR MADNESS



EVENT

Shadow: Spot an ⚔ minion to discard up to 3 cards from hand and draw an equal number of cards.
"And why not, Gandalf? Why not? The Ring? If you could command that, then the power would pass to me?"

18.000

2

ALIVE AND UNSPOILED



CONDITION

To play, exert an Uruk-hai. Plays to your support area.
Shadow: Remove 0 and spot X burdens to make the Free Peoples player reveal X cards at random from hand. You may discard 1 revealed card.
"Bring them to me... Kill the others..."

18.000

2

BEYOND THE HEIGHT OF MEN



EVENT

Maneuver: Exert an Uruk-hai to discard an armor possession, helm possession, or shield possession (or all such Free Peoples possessions if you can spot 6 companions).
"Whom do you serve?"

18.000

0

BREED FOR BATTLE



EVENT

Skirmish: Exert an Uruk-hai to make it strength +3.
"You are my Uruk-hai of Isengard... you do not know pain, you do not know fear."

18.000

1

BLEEDING PIT



EVENT

Response: If you play an Uruk-hai, take all copies of that card in your discard pile and place them beneath your draw deck.
"He is leading an army in the caverns of Isengard, the army that can never be brought and even great darkness at speed..."

18.000

0

CAN YOU PROTECT ME FROM YOURSELF?



EVENT

Maneuver: Spot an ⚔ minion to exhaust Aragorn. The Free Peoples player may add 2 burdens to prevent this.
"What is the Ring?"

18.000

3

CARADHRAS HAS NOT FORGIVEN US



EVENT

Spell: Weather.
Maneuver: Exert a ⚔ minion and spot 5 companions to die and an exhausted companion (except the Ring-bearer).
"It was no ordinary storm. It is the ill will of Caradhras..."

18.000

2

COMING FOR THE RING



EVENT

Regroup: Reveal a card at random from the Free Peoples player's hand. Heal X ⚔ minions, where X is the twilight cost of the card revealed.
"This evil cannot be concealed by the power of the One..."

18.000

2 CRIEL CARADIRIAS



EVENT

Spell, Weather.
Maneuver: Exert a minion to make the opponent choose to either exert the Ring-bearer or add a burden.
"Yonder stands Barad-dûr, the Rithlum, criel Caradhras..."

1 DEMANDS OF THE SACKVILLE-BAGGINS



CONDITION

To play, spot an minion. Plays to your support area.
 Each time a ally exerts, add .
"In the middle of the ceremony, the Sackville-Baggins arrived..."

0 EVIL AROOT



EVENT

Shadow: Exert an Uruk-hai and spot X burdens to shuffle X minions from your discard pile into your draw deck.
"It is not the Eastern Shore I am worried about. A shadow and a threat has been growing on my mind. Something darker, more, I can feel it..."

2 GOBLIN MAN



MINION • ORC

6
2
2

Shadow: Exert this minion if underground.
Shadow: Exert this minion to look at the Free Peoples player's hand.
"He looks worse than half like a goblin..."

1 GREED



CONDITION

To play, spot an Uruk-hai. Plays to your support area.
Maneuver: Spot 6 companions and remove to wound a companion (except the Ring-bearer).
"It is a strange fate that we should suffer so much fear and doubt over so small a thing..."

2 HATE AND ANGER



EVENT

Shadow: Spot an Uruk-hai and a minion to draw 3 cards.
The frenzy of Urûk is born of the fear of the very Goblins that work the pits...

4 FOLLOWING OF ISENGARD



CONDITION

To play, spot an Orc. Plays to your support area.
Shadow: Discard this condition to add .
"Rep them all down!"

3 HUNT THEM DOWN!



EVENT

Maneuver: Make an Uruk-hai fierce until the regroup phase.
"Do not stop until they are found!"

0 ISENGARD AXE



POSSESSION • HAND WEAPON

2

Bearer must be an Orc.
 When you play this weapon, add .
Axe and most the forces of Isengard are well up the western of Saruman's Orcs...

2 ISENGARD FORGER



MINION • ORC

6
2
4

Shadow: Exert this minion to add .
"I looked on it, and saw that, whereas it had once been green and fair, it was now filled with pits and fangs..."

4 ISENGARD RETAINER



MINION • ORC

8
3
4

Regroup: Exert this minion to make the Free Peoples player wound a companion.
"...the Gates of the impregnable were far and wide, and they saw many things the patterning of Isengard and the marching of Orcs..."

3 ISENGARD SERVANT



MINION • ORC

7
3
4

Regroup: Exert this minion to make the Free Peoples player wound a companion.
The servants of Isengard worked tirelessly to spread the influence of their master...

1 ISENGARD SHAMAN



MINION • ORC

5
2
4

Response: If an Orc is about to take a wound, remove to prevent that wound.
"Over all her works a dark smoke hung, and wrapped itself about the sides of Orthanc..."

4 ISENGARD SMITH



MINION • ORC

8
3
4

Regroup: Exert this minion to discard a weapon (or all Free Peoples possessions if you can spot 5 companions).
"No other folk make such a tramping..."

3 ISENGARD WARRIOR



MINION • ORC

7
3
4

While you can spot another Orc, no player may use archery special abilities.
Regroup: Exert this minion and spot 3 wounds on the Ring-bearer to exert every companion.
"There is evil about on Isengard, and the West is no longer safe..."

2 ISENGARD WORKER



MINION • ORC

5
3
4

Regroup: Exert this minion to make the Free Peoples player wound a companion.
"They were Orcs once. Taken by the dark power - tortured and enslaved..."

7 •LURTZ
SERVANT OF ISINGARD

MINION • URUK-HAI

13
3
5

Archer. Damage +1.
Maneuver: Spot another Uruk-hai to make Lurtz **fierce** until the regroup phase.
"And now... perfected. Grown beyond the height of Men - straight-limbed and strong, fearing nothing."

1
LURTZ'S BATTLE CRY

EVENT

Skirmish: Make an Uruk-hai strength -1 and damage +1.
"Find the Halflings!"

1
•LURTZ'S SWORD

POSSESSION • HAND WEAPON

2

Bearer must be Lurtz.
 He is damage +1.
 Each time Lurtz wins a skirmish, the Free Peoples player must discard the top 2 cards of his or her draw deck.
"The Uruk giant laid down his bow and drew a broad-bladed weapon."

0
NO BUSINESS OF OURS

CONDITION

To play, spot an ally minion. Plays to your support area.
 The Free Peoples player may not look at or reveal cards in any Shadow player's hand.
"Goblins? Goblins! Far-off tales and children's stories, that's all that is!"

1
NO ORDINARY STORM

CONDITION

Plays to your support area.
 Each time you play a weather condition, exert a ally companion or ally ally.
"So Gandalf... you try to lead these over Gollum's. And if that fails... where then will you go?"

1
ONE OF YOU MUST DO THIS

EVENT

Maneuver: Exert an ally minion to make the Free Peoples player exert X companions, where X is the number of those races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.
"And if we fail... what then? What happens when Sauron takes back what is his?"

6
•ORC COMMANDER

MINION • ORC

11
4
4

Each other ally Orc is strength +1.
Regroup: Exert Orc Commander to make the Free Peoples player wound a companion.
"It seems their delight to slink and hide down growing things that are not even in their way."

5
•ORC OVERSEER

MINION • ORC

10
4
4

Regroup: Exert Orc Overseer twice to exhaust a companion (except the Ring-bearer).
"What orders from Mordor, my Lord? What does the Eye command?"

5
•ORTHANC ASSASSIN

MINION • URUK-HAI

10
3
5

Archer. Damage +1.
"Black-feathered arrows from Uruk-hai have risen over the corpses of Saruman's enemies."

5
•ORTHANC BERSERKER

MINION • URUK-HAI

11
3
5

Damage +1.
Maneuver: Spot 5 burdens and exert Orthanc Berserker twice to exhaust a companion (except the Ring-bearer).
"The voice of Saruman compels his minions to step at nothing to turn his favor."

2
PARRY

EVENT

Maneuver: Spot an Uruk-hai to cancel the strength bonus from a possession until the regroup phase.
"Even the sword of a powerful warrior can be pierced by the strength of an Uruk-hai."

4
•SARUMAN
KEEPER OF ISINGARD

MINION • WIZARD

8
4
4

Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
Response: If an Uruk-hai is about to take a wound, exert Saruman to prevent that wound.

4
•SARUMAN
SERVANT OF THE EYE

MINION • WIZARD

8
4
4

Saruman may not take wounds during the archery phase and may not be assigned to a skirmish.
Assignment: Exert Saruman to assign an ally minion to a companion (except the Ring-bearer). That companion may exert to prevent this.

0
SARUMAN'S AMBITION

CONDITION

Plays to your support area.
 The twilight cost of your ally events is -1.
Skirmish: Discard this condition to make an Uruk-hai strength +2.
"We must have power, power to rule things as we will, for that Good which only the Wise can see."

1
SARUMAN'S CHILL

CONDITION

Spell. Weather. To play, exert a ally minion. Plays on a site. Limit 1 per site.
 Each Hobbit who moves from this site must exert. Discard this condition at the end of the turn.
"Saruman's hand can control the chill of winter."

2
SARUMAN'S FROST

CONDITION

Spell. Weather. To play, exert a ally minion. Plays on a site. Limit 1 per site.
 Each Hobbit at this site is strength -2. Discard this condition at the end of the turn.
"The small and weak suffer first from the White Wizard's powerful sorcery."

2 SARUMAN'S POWER



EVENT

Spell. Shadows Exert a  minion to discard all conditions.

The Uruks of Saruman are bent to be the instruments of his will, destroying his enemies with foul cruelty.

0 SARUMAN'S REACH



EVENT

Search. Maneuver Exert an Uruk-hai to make the opponent choose to either exert 2 companions or make the Ring-bearer put on The One Ring until the regroup phase.

Saruman's evil ball magic and minions to impact his will.

2 SARUMAN'S SMOGS



CONDITION

Spell, Weather. To play, exert a  minion. Plays on a site.

No player may play skirmish events or use skirmish special abilities at this site. Discard this condition at the end of the turn.

Saruman's spells can hinder even the wariest.

0 SAVAGERY TO MATCH THEIR NUMBERS



EVENT

Skirmish. Make an Uruk-hai strength +2, or spot 5 companions to make an Uruk-hai strength +4 and fierce until the regroup phase.

Uruk-hai match their enemy's strength with their own foul rage.

0 SERVANTS TO SARUMAN



EVENT

Skirmish. Make an  Orc strength +2 (or +3 if you have fewer than 3 cards in hand).

"This is previous news concerning Saruman... for we trusted him and he is deep in all our secrets!"

2 SPIES OF SARUMAN



CONDITION

To play, exert a  minion. Plays on a site.

While the fellowship is at this site, skip the archery phase. Discard this condition at the end of the turn.

"...they are certain out of Fangorn or Dunland. I do not know what they are about."

2 THE MISADVENTURE OF MR. UNDERHILL



CONDITION

To play, exert an Uruk-hai. Plays to your support area.

The twilight cost of each companion played to a site which is not a sanctuary is +2.

"You're drawing far too much attention to yourself... Mr. Underhill."

0 THE PALANTIR OF ORTHANC



ARTIFACT • PALANTIR

To play, spot an  minion. Plays to your support area.

Shadow. Spot an  minion and remove  to reveal a card at random from the Free Peoples player's hand. Place that card on top of that player's draw deck.

"Spot them and even deter..."

1 THE TREES ARE STRONG



EVENT

Regroup. Discard X  Orcs to make the Free Peoples player wound X companions.

"Take them to deep..."

1 THEIR ARROWS ENERGE



CONDITION

To play, spot Saruman or an Uruk-hai. Plays to your support area.

Each archer companion and archer ally is strength -1.

The previous charge of the Uruk-hai causes enemy archers groping for their bows.

1 TOO MUCH ATTENTION



EVENT

Response. If the Ring-bearer puts on The One Ring, spot an  minion to make the Free Peoples player discard the top 5 cards of his or her draw deck.

"A little more caution from you - that is not a matter you carry."

1 TOWER OF ORTHANC



CONDITION

To play, spot an  minion. Plays to your support area.

Each time the fellowship moves, you may spot an exhausted companion to add .

"It was not made by Saruman, but by the men of Numenor long ago, and it is a very tall and has many levels, yet it does not so as a work of craft."

2 TRAITOR'S VOICE



CONDITION

Search. To play, spot an Uruk-hai. Plays to your support area.

While the Ring-bearer is exhausted or you can spot 5 burdens, the move limit for this turn is -1 (to a minimum of 1).

"In all the long years with the Dark-Tower traitor has ever been so grateful for..."

1 TRAPPED AND ALONE



CONDITION

Plays to your support area.

Each character skirmishing an  Orc loses all damage bonuses from weapons.

"I had no chance of escape, and my days were long."

5 TROOP OF URUK-HAI



MINION • URUK-HAI

Damage +1. A character skirmishing this minion does not gain strength bonuses from weapons.

Attacking in returning flocks, the Uruk-hai line with the enemy rapidly to make weapons enemies.

3 URUK BLOODLUST



CONDITION

Plays to your support area.

Response. If your Uruk-hai wins a skirmish, remove  to heal him.

"Take them down!"

4 URUK BROOD

MINION • URUK-HAI

9 Damage +1.
Skirmish: Remove **Q** to make this minion strength +1 for each other Uruk-hai you spot.
"He does not see the caverns hidden deep beneath this tower... nor does he know what is growing there."

2
5

3 •URUK CAPTAIN

MINION • URUK-HAI

9 Damage +1.
Shadow: Remove **Q** and exert Uruk Captain to play an Uruk-hai from your discard pile.
The captain marked the Uruk-hai as the great river without halting.

2
5

3 URUK FIGHTER

MINION • URUK-HAI

8 Damage +1.
Maneuver: Spot 5 companions to make this minion fierce until the regroup phase.
Not death or cunning, but strength and ferocity are the weapons of Saruman's army of domination.

2
5

4 URUK GUARD

MINION • URUK-HAI

9 Damage +1.
Assignment: Exert this minion and spot a companion to prevent the opponent from assigning that companion to this minion.
"Victory and only were loosed in Jargard, for Saruman was maneuvering a great force..."

2
5

3 URUK LIEUTENANT

MINION • URUK-HAI

8 Damage +1.
This minion is strength +1 for each other Uruk-hai you can spot.
Uruk-hai leaders gain savagery from their following hordes to maintain the rule of the strong.

2
5

2 URUK MESSENGER

MINION • URUK-HAI

6 Damage +1.
While you can spot a weather condition, this minion is strength +3.
Saruman was his Uruks abroad to gain information on the movements — and weaknesses — of his many enemies.

1
5

4 URUK RAGER

MINION • URUK-HAI

9 Damage +1.
Each time this minion wins a skirmish, the Free Peoples player must discard the top 2 cards of his draw deck.
A bloodthirsty yell from a huge Uruk can win a skirmish before it begins.

2
5

2 URUK RAIDER

MINION • URUK-HAI

6 Damage +1.
While an ally is in the dead pile, this minion is strength +3 and fierce.
There is no safety where Saruman's minion is shown.

2
5

4 URUK RAVAGER

MINION • URUK-HAI

9 Damage +1.
When you play this minion, you may spot Saruman to add **Q**.
...a twisted and terrible form of life."

2
5

2 URUK SAVAGE

MINION • URUK-HAI

5 Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.)
"The friendship of Saruman is not lightly thrown aside. One ill turn deserves another... We have work to do."

3
5

3 URUK SCOUT

MINION • URUK-HAI

7 Tracker. Damage +1.
The roaming penalty for each **Q** minion you play is -1.
Responses: If an event is played that spots or exerts a ranger, exert this minion to cancel that event.
"Forward Uruk troops caught the fellowship unaware."

2
5

3 URUK SHAMAN

MINION • URUK-HAI

8 Damage +1.
Maneuver: Remove **Q** to heal an Uruk-hai.
Uruk shamans know the arts of healing as well as those of battle.

2
5

4 URUK SLAYER

MINION • URUK-HAI

9 Damage +1.
Skirmish: Remove **Q** to make this minion strength +1 (limit +3).
A foe who is willing to kill or be outraged is a foe to be feared indeed.

2
5

2 URUK SOLDIER

MINION • URUK-HAI

7 Damage +1.
When you play this minion, you may make the Free Peoples player discard the top card of his draw deck.
Saruman's Uruk-hai bond together as an extremely effective fighting unit.

1
5

2 URUK SPY

MINION • URUK-HAI

7 Response: If the Ring-bearer puts on The One Ring, exert this minion. Discard a card from the top of your draw deck for each **Q** minion you spot. Add a burden for each Shadow card discarded in this way.
A wary eye on the mission could undo the quest.

2
5

3 URUK WARRIOR

MINION • URUK-HAI

9 Damage +1.
Maneuver: Spot 6 companions to make this minion fierce until the regroup phase.
Powerful and fearless, Uruk-hai warriors are not intimidated by the weapons or numbers of their enemies.

2
5

1 URUK-HAI ARMORY

CONDITION

Plays to your support area. While you can spot an Uruk-hai, the fellowship archery total is -1. *The ranks of Saruman's army include forged weapons and armor.*

4 URUK-HAI RAIDING PARTY

MINION • URUK-HAI

9 **3** **5**

Damage +1. (When this minion wins a skirmish, add 1 extra wound to the defender.) *Imagine, Gandalf, an army - born from the earth of Jangnag.*

0 URUK-HAI RAMPAGE

CONDITION

To play, spot an Uruk-hai. Plays to your support area. **Response:** If your Uruk-hai wins a skirmish, remove 1 to make him fierce until the regroup phase. *Victory breeds rage in Saruman's foul creations.*

1 URUK-HAI SWORD

POSSESSION • HAND WEAPON

+2

Bearer must be an Uruk-hai. Each time bearer wins a skirmish, the Free Peoples player must discard the top card of his draw deck. *Their indestructible strength worsens the wounds from the gruesome weapons of the Uruks.*

0 WARINESS

EVENT

Search. **Responses:** If a stealth event is played, exert or discard your Uruk-hai to cancel that event. *Even Hobbits have trouble evading the Uruk-hai.*

2 WIZARD STORM

CONDITION

Spell. Weather. To play, exert an 1 minion. Plays on a site. Limit 1 per site. When the fellowship moves from this site, every companion must exert. Discard this condition at the end of the turn. *"There was a black look in the sky, and the sun was vain. The wind had gone now round to the north-west."*

2 •WORRY

CONDITION

To play, exert an Uruk-hai. Plays to your support area. Each time an Uruk-hai wins a skirmish, the opponent must choose to either exert the Ring-bearer or add a burden. *"One by one, regardless of their strength to good or evil... they fell."*

4 •ANCIENT CHIEFTAIN

MINION • ORC

9 **2** **4**

For each other 1 Orc you can spot, Ancient Chieftain is strength +1. *"...a huge ore-chieftain, almost man-high, clad in black mail from head to foot, leaped into the chamber, behind him his followers clustered in the doorway."*

4 •ARCHER COMMANDER

MINION • ORC

8 **2** **4**

Archer. Each other 1 archer is strength +2. Their commander led the Goblin bowmen to the highest rise across the gap.

1 BITTER HATRED

EVENT

Archery: Spot a 1 archer to wound an Elf. *Bitter and long is the hatred of the Orcs for the Elves, and thus they prefer Elves as targets.*

10 •CAVE TROLL OF MORIA
SCOURGE OF THE BLACK PIT

MINION • TROLL

15 **4** **4**

Damage +1. Fierce. To play, spot a 1 Orc. At an underground site, Cave Troll of Moria's twilight cost is -3. *Troll's quest nearly ended before his companions behind the Cave Troll's ferocious attack.*

1 •CAVE TROLL'S HAMMER

POSSESSION • HAND WEAPON

3

Bearer must be Cave Troll of Moria. Cave Troll of Moria is damage +1. *Suddenly the door burst into fragments and the Cave Troll was among them, his huge hammer striking like thunder.*

1 •CAVE TROLL'S CHAIN

POSSESSION

2

Bearer must be Cave Troll of Moria. The Free Peoples player may choose for the archery phase to be skipped. Each time Cave Troll of Moria takes a wound during the archery phase, you may wound an archer companion. *"They have a Cave Troll!"*

2 DANGEROUS GAMBLE

EVENT

Shadow: Spot a 1 minion to reveal a card at random from the Free Peoples player's hand. Add 1, where X is the twilight cost of the card revealed. *"Almost they began to hope that they would escape."*

1 DARK FIRE

CONDITION

2

To play, spot The Balrog. Plays on Gandalf. Each time the fellowship moves, Gandalf must exert. *"...he seemed small, and altogether alone: grey and bent, like a wizened tree before the onset of a storm."*

1 DARK PLACES

CONDITION

Plays to your support area. Each unique 1 minion is strength +1. **Shadow:** Spot an opponent's site to replace it with your marsh or underground site of the same number. *"There is some new devilry here... devised for our welcome, no doubt."*

1
DINIZENS ENRAGED

EVENT

Skirmish: Make a ♠ Orc strength +1 for each other ♠ Orc you spot (limit +4).
"...there came a great noise: a rolling Boom that seemed to come from depths far below, and to tremble in the noise at their feet."

1
DIPHTHS OF MORIA

CONDITION

To play, spot a ♠ Orc. Plays to your support area.
 Each time the fellowship moves during the regroup phase, add ♠.
"...a great fissure had opened. Out of it a fierce red light came, and now and again flames licked at the brink... Wings of dark smoke swarmed in the hot air."

0
DRUMS IN THE DEEP

EVENT

Skirmish: Make a ♠ Orc strength +2 (or +4 if skirmishing a Dwarf).
"The drum-beats broke out wildly: down-beat, down-beat, and then stopped..." "Doom, doom, went the drum-beats again..."

0
FILL WITH FEAR

CONDITION

Plays to your support area.
 While you can spot The Balrog, skip the archery phase.
Maneuver: Exert The Balrog to discard a ranged weapon.
"He drew, but his hand fell, and the arrow slipped to the ground. He gave a cry of dismay and fear."

1
FINAL CRY

EVENT

Response: If a skirmish that involved The Balrog bearing Whip of Many Things is about to end, wound a companion in that skirmish twice.
"...it swung its whip, and the things leaped and writhed about the wizard's knees, dragging him to the brink..."

0
FOOL OF A TOOK!

EVENT

Shadow: Spot a Hobbit (except the Ring-bearer) to reveal cards from the top of your draw deck until you reveal one that is not a ♠ minion. Take the revealed cards into hand.
"...Tool of a Took! Threw yourself in next time and out of your stupidity!"

2
FOUL TENTACLE

MINION • CREATURE

4
1
4

Tentacle.
 When you play this minion, you may play a tentacle from your draw deck. This minion may not bear possessions and is discarded if not at a marsh.
"In fingered end had hold of Frodo's foot, and was dragging him into the water."

2
FOUL THINGS

EVENT

Shadow: Play a ♠ minion from your discard pile.
"...Something has crept, or has been driven out of dark waters under the mountains..."

2
FRUITY

EVENT

Assignment: Assign an exhausted companion (except the Ring-bearer) to skirmish a ♠ Orc.
"The Goblins of the Misty Mountains, like all of their race, use their burning numbers to slaughter their foes."

5
GOBLIN ARCHER

MINION • ORC

4
3
4

Archer.
 While you can spot another ♠ Orc, the fellowship archery total is -6.
"An arrow whistled over Frodo's head."

0
GOBLIN ARMOY

CONDITION

Plays to your support area.
 Each time you play a ♠ weapon, add ♠.
Response: If a ♠ Orc is about to take a wound, discard this condition to prevent that wound.
"For scavenging vermin, the weapons of fallen foes are prized possessions."

1
GOBLIN BACKSTABBER

MINION • ORC

5
1
4

This minion is **damage +2** while in the same skirmish as another ♠ Orc.
An attack from behind provides a cowardly Goblin with a boldness much like courage.

2
GOBLIN BOWMAN

MINION • ORC

4
1
4

Archer.
The crude arrows of the Goblins served notice of the dangers of Moria.

1
GOBLIN DOMAIN

CONDITION

Search: To play, spot a ♠ minion. Plays to your support area.
 Each time a companion is played to site 4 or higher, that companion comes into play exhausted.
The once beautiful kingdom of Rhazad-dim has become Moria, the black pit.

5
GOBLIN FLANKERS

MINION • ORC

11
3
4

When you play this minion, you may add ♠ if the fellowship has moved more than once this turn.
"There are Orcs, very many of them... And some are large and evil..."

3
GOBLIN MARKSMAN

MINION • ORC

7
1
4

Archer. (Add 1 to the minion archery total.)
"Arrows fell among them. One struck Frodo and grayback. Another pierced Gandalf's hat and stuck there like a black feather."

6 GOBLIN PATROL TROOP

MINION • ORC

13
3
4

"As they ran they heard the beat and echo of many hurrying feet behind. A shrill yell went up: they had been seen. There was a ring and clank of steel."

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2 GOBLIN PURSUER

MINION • ORC

6
1
4

If the fellowship has moved more than once this turn, this minion is strength +3.
Had the fellowship remained in Dunwitt Dale, pursuers from Moria would have overwhelmed them.

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3 GOBLIN REINFORCEMENTS

MINION • ORC

8
1
4

When you play this minion, you may heal a ♀ minion.
"We don't have a moment! Come nightfall these hills will swarm with Orcs!"

LC 42

1 GOBLIN RUNNER

MINION • ORC

5
1
4

When you play this minion, you may add ♀.
"... a great horn was blown in the hall, and answering horns and harsh cries were heard further off. There was a hurrying sound of many feet."

LC 179

3 GOBLIN SCAVENGERS

MINION • ORC

8
1
4

When you play this minion, you may play a weapon from your discard pile on your ♀ Orc.
"The Orcs have often plundered Moria; there is nothing left in the upper halls."

LC 179

0 GOBLIN SCIMITAR

POSSESSION • HAND WEAPON

2

Bearer must be a ♀ Orc.
When you play this possession, you may draw a card.
"Some of the swords were crooked: orc-scimitars with blunted blades."

LC 196

1 GOBLIN SCRABBLER

MINION • ORC

4
1
4

When you play this minion, you may discard an ♀ condition.
The roaming penalty for each ♀ Orc you play is -1.
"Orcs were as keen as hounds on a scent, it was said, but they could also climb."

LC 34

1 GOBLIN SNEAK

MINION • ORC

5
1
4

When you play this minion, you may place a ♀ Orc from your discard pile beneath your draw deck.
"Their lumber forms allow the Goblins of Moria to slither past barrel doors and collapsed passages."

LC 196

1 GOBLIN SPEAR

POSSESSION • HAND WEAPON

2

Bearer must be a ♀ minion.
If bearer kills a companion in a skirmish, add 1 burden (or 2 burdens if that companion was a Hobbit).
Simple creatures with simple weapons can be as deadly as an armored warrior with a fine sword.

LC 180

2 GOBLIN SPEARMAN

MINION • ORC

6
1
4

While bearing a Goblin Spear, this minion is damage +2.
"... with the speed of a striking snake, he charged into the Company and thrust with his spear..."

LC 180

1 GOBLIN SWARMS

CONDITION

1

Plays to your support area.
Response: If your ♀ Orc wins a skirmish, discard cards and wounds on that Orc and stack that Orc on this condition.
Shadow: Play an Orc stacked here as if played from hand.
"Beyond the fire he saw swarming black figures..."

LC 180

2 GOBLIN WALLCRAWLER

MINION • ORC

6
1
4

While at an underground site, this minion is strength +2.
While you can spot another ♀ Orc, the fellowship archery total is -1.
Skirmish: Along the walls of Moria, Goblins attack without warning.

LC 196

2 GOBLIN WARRIOR

MINION • ORC

6
1
4

When you play this minion, you may discard a ♀ ally or ♀ condition.
"The ancient enmity between Goblins and Dwarves burns brightly still."

LC 180

3 *GUARD COMMANDER

MINION • ORC

7
2
4

Skirmish: Remove ♀ to make a ♀ Orc strength +2.
"His broad flat face was swart, his eyes were like coals, and his tongue was red..."

LC 180

1 HIDE AND SEEK

EVENT

1

Search.
Skirmish: Spot 2 ♀ companions to make a ♀ minion damage +1.
"Which way shall we go?"

LC 180

0 HOST OF THOUSANDS

EVENT

1

Shadow: Play a ♀ Orc from your discard pile.
Killing one is no victory, since a dozen from the warrens below will take his place.

LC 180

2 **HUGE TENTACLE**

MINION • CREATURE

7
2
4

Tentacle, Damage +1.
When you play this minion, you may play **Watcher** in the Water from your draw deck. This minion may not bear possessions and is discarded if not at a marsh.
"Out from the water a long sinuous tentacle had crested; it was pale-green and luminous and vast."

0 **LOST TO THE GORLINS**

EVENT

Responses: If the Ring-bearer exerts or takes a wound, discard a card from the top of your draw deck for each **Minion** you spot. For each **Shadow** card discarded in this way, add a burden (limit 3 burdens).
"Dwarven graves stood open in plundered barrows."

0 **MALICE**

EVENT

Archery: Spot a **Minion** Orc and a **Minion** Orc to wound an archer.
"Tricked by Samson's hatred of living things, Orcs watched for the Ring of Power."

6 **MORIA ARCHER TROOP**

MINION • ORC

8
3
4

Archer.
While you can spot another **Minion** archer, add 1 to the minion archery total.
"More of the Goblins crossed their homelands into the chasm, but there were no more!"

1 **MORIA AXE**

POSSSESSION • HAND WEAPON

2

Bearer must be a **Minion** Orc. Bearer is **damage** +1. **Skirmish:** Exert bearer to make him strength +2.
"Goblins without numbers were axes from the remains of fallen Dwarves."

2 **MORIA SCOUT**

MINION • ORC

6
2
4

When you play this minion, you may spot an Elf to add **1**.
"Like their kindred in the North, the Orcs of Moria have keen noses, often following their prey by scent."

0 **MUST DO WITHOUT HOPE**

EVENT

Maneuver: Exert **The Balrog** to add a burden.
"His enemy halted again, facing him, and the shadow about it stretched out like two vast wings."

0 **OLD DIFFERENCES**

EVENT

Skirmish: Make an Elf or Dwarf skirmishing a **Minion** Orc strength -1 (or -3 if you spot an Elf and a Dwarf).
"'I'll be dead before I see the Ring in the hands of an Elf!'"

1 **PINNED DOWN**

CONDITION

Plays to your support area. While you spot a **Minion** archer, the fellowship archery total is -1.
"Arrows whined and whistled down the corridor as he sprung back."

2 **PUNDERED ARMORIES**

CONDITION

Plays to your support area. **Responses:** If your **Weapon** is discarded, play it from your discard pile (that weapon's twilight cost is -1).
"The Goblins of Moria have oft plundered the deep armories of Dwarven folk."

0 **POWER AND TERROR**

EVENT

Shadow: Reveal any number of **Minion** Orcs from your hand to play **The Balrog**. Its twilight cost is -2 for each Orc revealed.
"The ranks of the evil had opened, and they crowded away, as if they themselves were afraid."

0 **RELENTLESS**

EVENT

Search.
Responses: If a stealth event is played, spot 3 **Minions** to cancel that event.
"Then dig a hole in the ground," said Legolas, "if that is more after the fashion of your kind. But you must dig swift and deep, if you wish to hide from Orcs."

1 **RELICS OF MORIA**

CONDITION

Plays to your support area. **Shadow:** Remove **1** to play a **Possession** from your discard pile.
"By both the doors they could see, on that narrow ledge were lying, and among them were broken swords and axe-heads, and elven shields and helms."

0 **SUCH A LITTLE THING**

EVENT

Maneuver: Spot a **Minion** to wound **Samson** 3 times. The Free Peoples player may discard 2 Free Peoples possessions to prevent this.
"'Beware... give the Ring to Frodo!'"

12 **THE BALROG**
DURIN'S BANE

MINION • BALROG

17
5
4

Damage +1. Fierce.
While you can spot **The Balrog**, discard all other minions. Skip the archery phase. Discard **The Balrog** if not underground.
"'Indeed I saw upon the bridge that which haunts our darkest dreams...'"

14 **THE BALROG**
FLAME OF UDUN

MINION • BALROG

17
5
4

Damage +1. Fierce. To play, spot a **Minion** Orc. Discard **The Balrog** if not underground. **Shadow:** Exert **The Balrog** and remove **1** to play a **Minion** Orc from your discard pile.
"... suddenly it drew itself up to a great height, and its wings were spread from wall to wall."

1 •THE BALROG'S SWORD



ARTIFACT • HAND WEAPON

3

Bearer must be The Balrog. It is **damage +1**. This weapon may be borne in addition to 1 other hand weapon.

"In its right hand was a blade like a stabbing tongue of fire..."

0 THE END COMES



EVENT

Assignment: Spot 5 **Orc** minions to make the Free Peoples player assign the Ring-bearer to a skirmish.

"They have taken the Bridge and the second hall, we have barred the gates—but cannot hold them for long..."

2 •THE LONG DARK



CONDITION

Plays to your support area. When the fellowship moves to site 4 or 5, add **Orc** for each Dwarf companion. **Skirmish:** Discard this condition to make your **Orc** strength +2.

"So ended the attempt to retake Moria! It was valiant but foolish. The time is not come yet..."

2 THE UNDERDEEPS OF MORIA



CONDITION

Plays to your support area. **Shadow:** Remove **Orc** to reveal the bottom card of your draw deck. If it is a **Orc**, take it into hand. Otherwise, discard it.

"I am afraid Balin is buried deep, and maybe something else is buried there too..."

3 THEY ARE COMING



CONDITION

Plays to your support area. **Shadow:** Discard 3 cards from hand to play a **Orc** from your discard pile.

"The last thing written in is a trailing scrawl of elf-letters: they are coming..."

0 THREAT OF THE UNKNOWN



EVENT

Shadow: Exert your **Orc** to draw 2 cards.

"The danger of what lay hidden in the dark was more terrifying than the known perils of Moria..."

1 THROUGH THE MISTY MOUNTAINS



CONDITION

Search: To play, exert a **Orc** minion. Plays to your support area. Each time the fellowship moves to site 4, 5, or 6 and contains a Dwarf or Elf, the Free Peoples player discards 2 cards at random from hand.

"One must tread the path that need chooses..."

0 THROW YOURSELF IN NEXT TIME



CONDITION

To play, spot a **Orc**. Plays on a Hobbit companion. Bearer may be exerted only by Shadow cards.

"This is a serious journey, not a hobbit walking-party... Now be quiet!"

3 •TROLL'S KEYWORD



MINION • ORC

8

Cave Troll of Moria's twilight cost is -2. Though shorter than a Man, the Troll's Keyword is a deadly adversary.

3

4

0 TROUBLED MOUNTAINS



EVENT

Shadow: Exert a **Orc** minion and spot X burdens to add **Orc** (limit **3**).

"The Dunwirl Dale is full of woe and clouds of woe... There are noises in the depths of the earth..."

0 UNFAMILIAR TERRITORY



EVENT

Skirmish: Make a **Orc** strength +2 (or +4 if skirmishing an archer).

"Knowing the dark terrain of Moria gives Orcs a strange advantage when attacking their foes..."

4 •WATCHER IN THE WATER
KEEPER OF WESTGATE



MINION • CREATURE

11

Damage +1. While you can spot Watcher in the Water, discard all other minions (except tentacles). Each tentacle is strength +2 and **damage +1**. This minion may not bear possessions and is discarded if not at a marsh.

"The dark water boiled... there was a hideous stretch..."

2 WHAT IS THIS NEW DEVILRY?



CONDITION

Search: To play, exert a **Orc**. Plays to your support area. While the fellowship is at site 5 or higher, each companion's twilight cost is +2.

"This far is beyond any of your 'Rings'..."

1 •WHIP OF MANY THINGS



ARTIFACT • HAND WEAPON

1

Bearer must be The Balrog. **Skirmish:** Exert The Balrog to discard a helm, shield, or armor borne by a character. The Balrog is **skirmish**.

"It raised the whip, and the strong whined and cracked..."

0 ALL BLADES PREISH



EVENT

Response: If a Nazgûl is about to take a wound, prevent that wound.

"...all blades perish that pierce that Dreadful King. More deadly to him was the name of 'Chenex'..."

1 ALL VEILS REMOVED



EVENT

Skirmish: Make a Nazgûl strength +2 (or +5 if the Ring-bearer wears The One Ring).

"Give up the Halfling..."

5 BEAUTY IS FADING

EVENT

Maneuver: Exert a Nazgûl to discard a Free Peoples possession or Free Peoples condition. If you can spot no such card, discard an ally or companion (except the Ring-bearer) instead.

...the 'Dire will fail, and many fair things will fade and be forgotten."

1 BENT ON DISCOVERY

CONDITION

Search. Plays to your support area. At the beginning of each of your Shadow phases, draw 1 card. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

"The riding figure sat quite still... 'Tremor inside the hand came a noise as of someone sniffing..."

2 •BILL FERNY
SWARTHY SNEERING FELLOW

MINION • MAN

4 **1** **2**

Nazgûl are not roaming. The Free Peoples player may not assign a character to skirmish Bill Ferny. Discard Bill Ferny if underground.

"...as for Ferny, he would sell anything to anybody, or make mischief for amusement."

1 BLACK BREATH

CONDITION

Plays to your support area. **Skirmish:** Transfer this condition from your support area to a character skirmishing a Nazgûl. Burdens and wounds may not be removed from bearer. Vile breath injects the living with Shadow.

1 BLACK STUD

2 **POSSSESSION • MOUNT**

Bearer must be a Nazgûl. While at a plains site, bearer is strength +2. Discard this possession when at an underground site.

"...these horses are born and bred to the service of the Dark Lord in Mordor."

0 BLADE TIP

CONDITION

Plays to your support area. **Response:** If your Nazgûl wins a skirmish, transfer this condition from your support area to the losing character. Limit 1 per character. Wound bearer at the start of each fellowship phase. (If bearer is the Ring-bearer, add a burden instead.)

0 DARK WHISPERS

EVENT

Skirmish: Spot 3 burdens to make a Nazgûl strength +1 and damage +1, or spot 6 burdens to make a Nazgûl strength +3 and damage +2.

"The Ring... The Ring... The Ring..."

2 DRAWN TO ITS POWER

CONDITION

Plays to your support area. Each time a Nazgûl kills a companion in a skirmish, add a burden.

"And also the Ring drew them..."

1 FEAR

EVENT

Search. **Maneuver:** Exert your Nazgûl to discard an ally.

"...Never has such a thing happened in my time! Gwains would to sleep in their beds, and good before, ruined and all! What are we coming to?"

1 FROZEN BY FEAR

EVENT

Skirmish: Make a Nazgûl strength +2 (or +3 if the Ring-bearer is assigned to a skirmish that has not resolved).

"...he was quaking as if he was bitter cold, but his terror was roused up in a sudden recognition to put on the Ring."

1 GATES OF THE DEAD CITY

CONDITION

To play, spot a Nazgûl. Plays to your support area. Each time a card adds a burden, the Free Peoples player must exert a companion.

"...and they took Minas Mithl and abode in it, and they made it into a place of dread..."

0 HELPLESS

CONDITION

To play, spot Frodo and a Nazgûl. Plays on Sam. Sam's game text does not apply.

"He heard Frodo's voice, but it seemed to come from a great distance, or from under the earth, trying out strange words."

2 HIS TERRIBLE SERVANTS

CONDITION

Plays to your support area. **Response:** If a twilight Nazgûl is about to take a wound, remove 1 to prevent that wound.

"...in the dark they perceive many figure and forms that are hidden from us: then they are wiser to be feared."

0 IN THE RINGWRAITH'S WAKE

EVENT

Response: If a Nazgûl wins a skirmish, the Free Peoples player chooses to either exert the Ring-bearer or add a burden.

"He is failing... We must get him to my father..."

2 IT WANTS TO BE FOUND

EVENT

Maneuver: Spot a twilight Nazgûl to add a burden.

"...perhaps it had tried to reveal itself in response to some word or command that was felt in the room."

1 MORGUL BLADE

POSSSESSION • HAND WEAPON

Bearer must be a Nazgûl. This weapon may be borne in addition to 1 other hand weapon. **Skirmish:** Discard this possession to transfer blade tip from your support area or discard pile to a companion bearer is skirmishing.

0

MORGÜL GATES

EVENT

Shadow: Play a Nazgûl. His twilight cost is -2.

"The gates of Minas Morgul stand. Now riders into the four lands, a blight upon the world."

1

NAZGÛL SWORD

POSSESSION • HAND WEAPON

2

Bearer must be a Nazgûl. While you can spot 3 burdens, bearer is damage +1.

"The weapons of the Nine are wielded by unseen hands called by Sauron's hand."

1

NEWS OF MORDOR

EVENT

Skirmish: Spot an 06 minion to make a Nazgûl damage +1.

"... build me an army worthy of Mordor."

1

NOT EASILY DESTROYED

CONDITION

Plays to your support area. Maneuver or Skirmish Remove 06 to beat a Nazgûl.

"They were King's great Kings of Men. Sauron gave to them Nine Rings of Power and with them the promise of eternal rule... everlasting life."

1

PATHS seldom TRODDEN

CONDITION

Search. To play, spot a Nazgûl. Plays to your support area. Shadow: Remove 06 to replace the fellowship's site with your version of the same site.

"You will have to leave the open road after twilight, for the heavens will watch a night and day."

0

RELIENTLESS CHARGE

EVENT

Maneuver: Exert a Nazgûl to wound every archer companion.

"From the fastest arrows that fly no wall against the Black Spins of the Nine Riders."

1

RESISTANCE BECOMES UNBEARABLE

EVENT

Maneuver: Exert a twilight Nazgûl to exert the Ring-bearer. If the Ring-bearer is then exhausted, he puts on The One Ring until the regroup phase.

"Now wait the hope of escape, or of doing anything other good or bad, is simply left that he must take the Ring and put it on his finger."

0

RETURNS TO ITS MASTER

EVENT

Response: If the Ring-bearer wears The One Ring at the end of a skirmish phase, cancel all remaining assignments and assign a Nazgûl to skirmish the Ring-bearer. The One Ring's game text does not apply during this skirmish.

"The Riders made straight for you."

2

STRICKEN DUMB

EVENT

Maneuver: Exert The Witch-king to discard a tale or weapon.

"He tells his tongue loose in his mouth and his heart labors. His mind breaks and falls out of his shaking hand."

2

***SWORD OF MINAS MORGUL**

POSSESSION • HAND WEAPON

2

Bearer must be Ulairë Lemerya. He is damage +1. Skirmish: Exert Ulairë Lemerya to discard a possession borne by a character he is skirmishing.

"The Morgul has used the flesh that would touch it, but the power was pointless."

1

THE MASTER'S WILL

EVENT

Search. Shadow: Spot X Nazgûl to reveal the top X cards of your draw deck. Take into your hand all 04 cards revealed and discard the rest.

"... something seemed as he compelling him to disregard all warnings, and be loyal to yield."

1

THE NINE SERVANTS OF SAURON

CONDITION

Search. Plays to your support area. Each time you play a Nazgûl, you may exert a Hobbit (except the Ring-bearer).

"Our Black Rider was looking for something... or someone... Frodo."

2

***THE PALE BLADE**

POSSESSION • HAND WEAPON

3

Bearer must be The Witch-king. He is damage +1. Response: If The Witch-king wins a skirmish, exert him to discard a Free Peoples condition.

"In his wicked gap, the Captain named a Pale Sword."

2

***THE RING RINGS TRUTH**

CONDITION

Plays to your support area. Each time the fellowship moves, add 06 for each burden you can spot. At the end of each of your Shadow phases, exert a Nazgûl or discard this condition.

"If I move I shall be seen and heard."

0

THE TWILIGHT WORLD

EVENT

Response: If Ring-bearer puts on The One Ring, exert a Nazgûl to add 2 burdens.

"I suddenly, almost everything she remained as before, then and back, the shape became terrible. She was able to see beyond that black winging."

8

***THE WITCH-KING**
LORD OF ANGMAH

MINION • NAZGÛL

14

Fierce. For each other Nazgûl you spot, The Witch-king is strength +2.

"... his hair was long and gleaming and on his brow was a crown."

8 •THE WITCH-KING
LORD OF THE NAZGÛL

MINION • NAZGÛL

14
4
3

Twilight.
Return to Its Master may not be played. Each time The Witch-king wins a skirmish, you may exert him to wound the Ring-bearer twice.
"A great king and sovereign he was of old, and now he wields a deadly fear."

0
THEIR POWER IS IN TERROR

EVENT

Maneuver: Exert a Nazgûl to wound every ally.
"In dark and loneliness they are strongest... and already none in Their are on their clock."

1
THEY WILL FIND THE RING

EVENT

Maneuver: Exert 2 Nazgûl and spot X burdens to exert X companions.
"...to the destiny of Frodo and his friends, not from the trees and rocks away on the left four other Riders were flying."

2
THEY WILL NEVER STOP HUNTING YOU

EVENT

Maneuver: Spot a Nazgûl to reveal a card at random from the Free Peoples player's hand. Exert a companion bearing a ranged weapon X times, where X is the twilight cost of the card revealed.
"They're looking for Aragorn, and if they mean well, don't I in a hobbit."

1
THRESHOLD OF SHADOW

EVENT

Skirmish: Make a Nazgûl strength +2 (or +4 if you spot 5 burdens).
"They did not need the guidance of their horses any longer; you had become visible to them."

0
TOO GREAT AND TERRIBLE

EVENT

Maneuver: Spot a Nazgûl to wound Gandalf twice. The Free Peoples player may discard 2 cards from hand to prevent this.
"His eyes flashed and his face was lit as by a fire within. 'Do not tempt me! For I do not wish to become like the Dark Lord himself!'"

6 •ULAIRÉ ATTÉA
KEEPER OF DOL GULDUR

MINION • NAZGÛL

12
3
3

Fierce.
Skirmish: Remove 0 to make Ulairé Attéa strength +1 (limit +5).
"Those that know the most power as long were placed in particular ways for the Will of Sauron."

6 •ULAIRÉ ATTÉA
THE EASTERLING

MINION • NAZGÛL

12
3
3

Twilight.
When you play Ulairé Attéa, you may wound an ally.
"They had words with Harry at Weagore on Monday... He was subtle and shuffling when they left him."

5 •ULAIRÉ CANTÉA
LIEUTENANT OF DOL GULDUR

MINION • NAZGÛL

10
3
3

Fierce.
Skirmish: Exert Ulairé Cantéa to discard a weapon borne by a character he is skirmishing.
"The Ringwraith has no semblance to the Man, its being passed into twilight, life spent into void."

6 •ULAIRÉ ENQUÉA
LIEUTENANT OF MORGUL

MINION • NAZGÛL

11
4
3

Fierce.
Maneuver: Spot 6 companions (or 5 burdens) and exert Ulairé Enquéa to wound a companion (except the Ring-bearer).
"The 'Nine' Riders were embodiments of Sauron's will, searching all of Middle-earth for his prize."

6 •ULAIRÉ ENQUÉA
RINGWRAITH IN TWILIGHT

MINION • NAZGÛL

11
4
3

Twilight.
Each time Ulairé Enquéa wins a skirmish, you may exert him to wound the Ring-bearer once (or twice if you spot 5 burdens).
"For their white faces burned him and marveled him."

4 •ULAIRÉ LEMENYA
LIEUTENANT OF MORGUL

MINION • NAZGÛL

9
2
3

Each companion or ally who bears a condition is strength -2.
"Do you wish them to find you? They are terrible!"

5 •ULAIRÉ NELYA
LIEUTENANT OF MORGUL

MINION • NAZGÛL

10
3
2

Fierce.
Shadow: Exert Ulairé Nelya and spot an opponent's site to replace it with your site of the same number.
"Many of the 'Nine' were princes of mystery and power."

5 •ULAIRÉ NELYA
RINGWRAITH IN TWILIGHT

MINION • NAZGÛL

10
3
2

Twilight.
While you can spot 2 burdens or 2 wounds on the Ring-bearer, Ulairé Nelya is **fierce** and **damage** +1.
"Over the lip of the little hill, on the side away from the hill, they felt, rather than saw, a shadow rise, one darker or more than one."

4 •ULAIRÉ NERTÉA
MESSENGER OF DOL GULDUR

MINION • NAZGÛL

9
2
3

When you play Ulairé Nertéa, for each companion over 4, you may play 1 minion from your discard pile.
"Some accepted Sauron's gift for glory and a nation of great deeds."

4 •ULAIRÉ OSTEÁ
LIEUTENANT OF MORGUL

MINION • NAZGÛL

9
3
3

Shadow: Exert Ulairé Osteá to make a minion **fierce**.
"...under their mantles were long grey robes upon their grey hairs were helms of silver; in their baggard hands were swords of steel."

4 • **ULAIŘE OTSĚA**
RINGWRAITH IN TWILIGHT

MINION • NAZGÛL

Twilight. Each time Ulaire Otsĕa wins a skirmish, you may exert him to transfer Blade Tip from your support area to the Ring-bearer.

"...at all times they smell the blood of living things, desiring and hating it."

6 • **ULAIŘE TOLDEA**
MESSENGER OF MORGUL

MINION • NAZGÛL

Fierce. Assignment: Spot 4 burdens to assign a companion (except the Ring-bearer) to skirmish Ulaire Toldea.

"Open, in the name of Mordor!" said a voice thin and menacing.

1

Wraith-world

EVENT

Skirmish: Spot a twilight Nazgûl and the Ring-bearer wearing The One Ring to add 3 burdens.

"He is passing into the shadow world, he will soon become a wraith like them."

0

WREATHED IN SHADOW

CONDITION

To play, spot a Nazgûl. Plays to your support area.

Archery: Remove 1 to make the fellowship archery total -1.

"They are living in twilight, without form to catch the points of weapons."

3

A HOST AVAILS LITTLE

EVENT

Search. Maneuver: Spot a 1 Orc and 6 companions to wound a companion (except the Ring-bearer). Do this once for each companion over 5.

"Had I a host of Elven in armour of the Elder Days, it would avail little."

2

ALL THOUGHT BEAT ON IT

EVENT

Search. Maneuver: Spot a 1 Orc and 5 companions to make the Free Peoples player exert a companion for each companion over 4.

"...for the Ring steers above all else, to return to the hand of its Master: they are one..."

4

BAND OF THE EYE

MINION • ORC

12

Response: If this minion wins a skirmish, remove 1 to make the Free Peoples player discard a card at random from hand.

"For most Orcs has Sauron bred in the pits under Barad-dûr than Saruman could ever imagine."

0

CURSE FROM MORDOR

EVENT

Shadow: Spot a 1 Orc to discard an 1 condition.

"The Dark Lord harbors an ancient hatred for descendants of Goll-gold and those that marched with his planning host."

2

DESPAIR

EVENT

Maneuver: If the total number of burdens and companions in the dead pile is at least 12, spot a 1 Orc to corrupt the Ring-bearer.

"The Nameless Enemy has arisen again. Smolden you more from Onedain that we call Mordor Doom."

1

DESPERATE DEFENSE OF THE RING

CONDITION

To play, exert a 1 Orc. Plays on a companion.

Each time bearer is assigned to a skirmish, the Free Peoples player chooses to either discard 3 cards from hand or add a burden.

"The Company must defend the Ring at all costs."

2

DESPERATE MEASURES

EVENT

Maneuver: Spot a 1 Orc and remove a burden to make the Free Peoples player discard top 5 cards from his draw deck.

"Go back Sam. You can't swim. I'm going to Mordor alone."

0

ENDURING EVIL

EVENT

Skirmish: Spot X burdens to make a character skirmishing a 1 Orc strength -X.

"The Dark Tower was broken, but its foundations were not removed, for they were made with the power of the Ring, and while it remains they will endure."

0

ENLIGHTENED FOE

EVENT

Response: If a 1 Orc wins a skirmish, make that Orc fierce until the regroup phase.

"Orcs feed on their own success. The greater their exploits in battle, the greater their confidence grows."

0

FORCES OF MORDOR

EVENT

Shadow: Spot X 1 minions to add 1.

"...the Dark Lord is not without allies. The Catterlows and Haradrim now pay tribute to Mordor."

0

GET OFF THE ROAD!

EVENT

Search. Shadow: Spot a 1 minion and a Nazgûl to make the Free Peoples player discard a card from the top of his or her deck for each burden you can spot.

"The Morgul-lord and his Black Riders have come forth. War is preparing!"

0

GLEAMING IN THE SNOW

EVENT

Regroup: Exert a 1 Orc and spot a 1 companion to add a burden.

"A Ring of Power looks after itself... It may slip off treacherously, but its keeper never abandons it."

1

GLAMING SPIRES
WILL CRUMBLE



CONDITION

Plays to your support area.
Each Orc skirmishing a character is strength +2.
Discard this condition if your Orc loses a skirmish.
Gondor has long been a target for the wrath of Sauron the Great.

0

HAND OF SAURON



EVENT

Maneuver: Exert a minion to make the Free Peoples player discard a card at random from his or her hand.
"The power of the Ring could not be undone."

0

HATE



EVENT

Maneuver: Exert a Orc to wound a companion (except the Ring-bearer).
Orcs are filled with hatred not only for their foe, but for all that lives.

1

HIS CRUELTY AND MALICE



CONDITION

Plays to your support area.
Regroup: Exert a minion to make the Free Peoples player discard the top card from his or her draw deck.
"Just this Ring he poured his cruelty, his malice, and his will to dominate all life."

0

JOURNEY INTO DANGER



CONDITION

Search: To play, exert a Orc. Plays to your support area.
While you can spot 5 companions, each companion's twilight cost is +2.
"I do not foretell, for all foretelling is now vain; on the one hand lies darkness, on the other only hope."

1

MASSING IN THE EAST



EVENT

Regroup: Exert a minion to discard a card from the top of the Free Peoples player's draw deck for each of these races you can spot in the fellowship: Dwarf, Elf, Man, and Wizard.
"The power of the Black Land grows..."

2

MEMORY OF MANY THINGS



EVENT

Maneuver: Exert a Orc to discard an ally (or 2 allies).
"But my memory strikes back even to the Elder Days... I have seen their ages in the West of the world, and many defeats, and many fruitless victories."

0

MORDOR ENGAGED



CONDITION

Plays on a minion.
Shadow: Exert bearer to add for each archer companion.
The armies of Ephel and Gal-gold inflamed Sauron's anger and hatred.

1

MORDOR'S STRENGTH



EVENT

Skirmish: Exert a Orc to wound a character he is skirmishing.
"It should have ended that day, but evil was allowed to endure."

5

MORGUL HUNTER



MINION • ORC

9
4
6

For each companion you can spot, this minion is strength +1.
Sauron's hatred lives in the hearts of his minions.

3

MORGUL SKIRMISHER



MINION • ORC

9
3
6

Maneuver: Remove to exert a Hobbit (except the Ring-bearer).
"The Orcs of Mordor, heartened by the promise of blood and plunder, are dangerous foes in battle."

2

MORGUL SKULKER



MINION • ORC

7
2
6

When you play this minion, you may shuffle up to 2 cards from your discard pile into your draw deck.
Sly assassins of the Ringwraiths of Mordor Vale, Morgul Orcs are alert to the desires of their masters.

2

MORGUL SLAYER



MINION • ORC

7
2
6

Regroup: Exert this minion to wound a companion (except the Ring-bearer).
"Sauron was diminished, but not destroyed. His Ring was lost but not unmade."

3

MORGUL WARDEN



MINION • ORC

9
3
6

For each other Orc you can spot, Morgul Warden is strength +1.
With blind devotion, the Orcs of Mordor follow orders issued from the Dark Tower.

1

ORC AMBUSER



MINION • ORC

5
2
6

Tracker.
The roaming penalty for each minion you play is -1.
Response: If a Free Peoples regroup event is played, exert this minion to cancel that event.
"Orcs will often pursue foes for many leagues."

2

ORC ASSASSIN



MINION • ORC

6
2
6

Tracker.
The roaming penalty for each minion you play is -1.
Assignment: Spot 2 Hobbit companions to make the Free Peoples player assign a Hobbit to skirmish this minion.

1 ORC BANNER

CONDITION

Plays to your support area. Each time a **+** Orc wins a skirmish, each **+** Orc is strength +1 until the regroup phase.

"Tribe of Orcs from throughout Mordor rally to the banner of the Dark Tower."

3 ORC BOWMEN

CONDITION

Plays to your support area. While you can spot a **+** Orc, add 1 to the minion archery total.

"Where valleys of Orcish arrows fly, the defenders of the West fall."

2 ORC BUTCHER

MINION • ORC

6 For each **+** condition you can spot, this minion is strength +1.

2 *"And yet we see that Sauron can torture and destroy the very kill!"*

0 ORC BUTCHERY

EVENT

Response: If a companion is killed by a **+** Orc, the Free Peoples player must discard 3 cards from the top of his draw deck for each card in the dead pile.

"For sport, Orcs how cruelly at the bodies of those they slay."

2 ORC CHIEFTAIN

MINION • ORC

7 When you play a weapon on this minion, add **1** (limit once per turn).

2 *"Orc chieftains are the most cruel of a heartless race. Both strength and malice are needed to lead such followers."*

1 ORC GUARD

MINION • ORC

5 **Maneuver:** Exert this minion and discard your **+** condition to discard a Free Peoples condition.

2 *"The malice of the Dark Tower is the hope of Men."*

3 ORC HUNTERS

MINION • ORC

9 **Skirmish:** Exert this minion to wound a character he is skirmishing.

2 *"Bred for battle, Sauron's soldiers live for the thrill of the fight — and the spoils of victory."*

3 ORC INQUISITOR

MINION • ORC

9 When you play this minion, you may make the Free Peoples player discard a card at random from hand.

3 *"Cruel questioners of Mordor tore the secret from poor Galion, that Sauron's most prized possession once again was found."*

4 ORC PILLAGER

MINION • ORC

10 For each Free Peoples card borne by a character this minion is skirmishing, that character is strength -1.

3 *"Weapons of the West are often powerless against the threat of Sauron."*

1 ORC SCHMITAR

POSSESSION • HAND WEAPON

12 Bearer must be a **+** Orc.

Skirmish: Remove **1** to make bearer strength +1 (limit +3).

"An Orc's weapon reflects his passion for war and cruelty."

2 ORC SCOUT

MINION • ORC

6 **Tracker.** The roaming penalty for each **+** minion you play is -1.

2 **Response:** If an event is played that spots or exerts a ranger, exert or discard this minion to cancel that event.

"Orc! Not very near, and yet too near, it seems."

3 ORC SCOUTING BAND

MINION • ORC

8 **Tracker.** The roaming penalty for each **+** minion you play is -1.

2 **Skirmish:** Exert this minion to wound a character it is skirmishing.

"The cunning ambushes of the Orc armies rely upon scouts first finding the enemy."

1 ORC SLAYER

MINION • ORC

5 **Regroup:** Exert this minion to wound a companion (except the Ring bearer).

2 *"For in a long tale, full of death great and terrible..."*

2 ORC SOLDIER

MINION • ORC

7 **Skirmish:** Exert this minion to wound a character he is skirmishing.

2 *"Bearing cruel weapons, Orcs go forth from Mordor to serve the Eye."*

3 ORC SWORDSMAN

MINION • ORC

9 While this minion bears a weapon, he is strength +2.

3 *"Many evil things there are that your strong walls and bright swords do not stop."*

3 ORC TASKMASTER

MINION • ORC

8 **Shadow:** Exert this minion to add **1**.

"An Orc acts when the taskmaster promises reward or the whip."

4 ORC TROOPER



MINION • ORC

7
3
6

For each card in your hand, this minion is strength +1.
"The Dark Lord's power grows in unseen ways."

4 ORC VETERAN



MINION • ORC

10
3
6

Skirmish: Discard your condition to make a character skirmishing this minion strength -1.
"There was war, and the land was laid waste..."

4 ORC WAR BAND



MINION • ORC

10
2
6

Skirmish: Exert this minion to wound a character it is skirmishing.
"Sauron has countless armies of Orcs at his disposal."

3 ORC WARRIOR



MINION • ORC

9
3
6

Maneuver: Exert this minion and discard your condition to make the Free Peoples player discard the top 2 cards from his or her draw deck.
"Orcs were multiplying again in the mountains."

1

•OUR LIT OF ALLIES GROWS THIN



CONDITION

To play, exert a minion. Plays to your support area.
Each time the fellowship moves, add 1 for each ally you can spot.
"The enemy is moving... His eye is fixed on Rivendell. And Saruman, you tell me, has betrayed us."

1

SAURON'S DEFENSES



CONDITION

To play, exert a Orc. Plays to your support area.
While there are 3 or more companions in the dead pile, the move limit for this turn is -1 (to a minimum of 1).
"Sauron's minions are everywhere. Few roads escape the gaze of the Redoubt Eye."

1

SEEKING IT ALWAYS



CONDITION

Search. Plays to your support area.
Response: If a stealth event is played, exert a tracker to cancel that event.
"...she only measure that he knows is desire, desire for power; and so he judges all hearts."

1

SEEKING ITS MASTER



CONDITION

Plays to your support area.
Shadow: Exert a Orc and remove 1 to draw a card.
"...This at least is plain; the evil of the Ring is already at work even in the Company, and the Ring must leave them before it does more harm."

1

SHADOW'S REACH



EVENT

Shadow: Exert a Orc to discard a Free Peoples condition.
"It is secret. It is a secret."

0

SOUTHERN SPIES



EVENT

Response: If the Ring-bearer puts on The One Ring, spot a minion to make the Free Peoples player discard his or her hand.
"They will know all the news now, for they have visited Bili Teren, and probably that Smeagol was a spy as well."

1

SPIES OF MORDOR



CONDITION

Search. To play, spot a Orc. Plays to your support area.
Each time the fellowship moves during the regroup phase, you may draw a card (or 2 cards if you spot a tracker).
"Mordor Orcs patrol the Eastern Shore. We must wait for the cover of darkness."

1

STRENGTH BORN OF FEAR



CONDITION

Plays to your support area.
Skirmish: Remove 1 to make a Orc strength +1.
"Fear of death in Barad-dûr's dungeons spurs Mordor's servants to even greater savagery."

0

TERRIBLE AS THE DAWN



EVENT

Maneuver: Spot a minion to wound Galadriel 3 times. The Free Peoples player may discard 2 Elves to prevent this.
"In the place of the Dark Lord, you would have a Queen. All shall love me and despair!"

2

THE DARK LORD ADVANCES



EVENT

Regroup: Exert a minion to reveal a card at random from the Free Peoples player's hand. That player must discard X cards from hand, where X is the twilight cost of the card revealed.
"A power was there that we have not felt before."

1

THE DARK LORD'S SHADOWS



CONDITION

Search. To play, spot a Orc. Plays to your support area.
Shadow: Remove 1 to reveal the top card of your draw deck. If it is a card, take it into hand. Otherwise, discard it and one other card from hand.
"Orcs shy the Dark Lord suspiciously."

1

THE EYE OF SAURON



EVENT

Shadow: Exert a Orc and spot X burdens to draw X cards (limit 5).
"...he has indeed arisen again and left his hold in Mirkwood and returned to his ancient fortress in the Dark Tower of Mordor."

0 THE IRRESISTIBLE SHADOW

CONDITION

To play, exert a Orc. Plays to your support area.
If you can spot 5 burdens and the Free Peoples player has no cards in his or her draw deck, the Ring-bearer is corrupted.
"Once more the desire to slip on the Ring came over Frodo, but this time it was stronger than before."

2 THE NUMBER MUST BE FEW

CONDITION

Search. Plays to your support area.
While you can spot 7 companions, the move limit for this turn is -1 (to a minimum of 1).
"The number must be few, since your hope is in speed and secrecy."

3 THE RING'S OPPRESSION

EVENT

Response: If a Orc kills a companion, add 1 burden (or 3 if the Ring-bearer wears The One Ring).
"The Ring that hung upon its chain about his neck grew heavy, heavier than a great stone, and his head was dragged downwards."

0 THE WEIGHT OF A LEGACY

CONDITION

1 To play, exert a Orc. Plays on Aragorn.
"It is because of Men, the Ring survives... I was there the day the strength of Men failed."

0 •THIN AND STRETCHED

CONDITION

To play, exert a Orc. Plays to your support area.
Add a burden at the end of each turn during which the Ring-bearer was not assigned to a skirmish and at least one minion was in play.
"I am old, Gandalf. I don't look it..."

4 •TOWER ASSASSIN

MINION • ORC

11 3 6

Maneuver: Exert Tower Assassin to wound an ally.
"A Ring of Power would not stop the blade of an assassin lying in wait."

4 •TOWER LIEUTENANT

MINION • ORC

10 3 6

Each time this minion wins a skirmish, the Free Peoples player discards 2 cards at random from hand.
"Saruman shows favour to those in his dungeons with the ambition to squeeze the information he needs from those caught spying out his borders."

1 TOWER OF BARAD-DUR

CONDITION

To play, exert a minion. Plays to your support area.
Each time the fellowship moves, the Free Peoples player must discard a card from hand.
"The Dark Tower had been rebuilt, it was said. From there the power was spreading..."

0 UNDER THE WATCHING EYE

CONDITION

Search. To play, exert a tracker. Plays to your support area.
Each time the fellowship moves, the Free Peoples player must exert a companion.
"What the Illfury Eye of Saruman does not see, his countless minions observe and report."

0 VERILY I COME

CONDITION

To play, exert a Orc. Plays on the Ring-bearer.
Each time the Free Peoples player draws a card (or takes a card into hand) during the fellowship phase, add a burden.
"There was an eye in the Dark Tower that did not sleep. He knew that it had become aware of his gaze."

1 VILE BLADE

POSSESSION • HAND WEAPON

2

Bearer must be a Orc.
Bearer is strength +2 while skirmishing a Man or Elf.
"The blood of enemies slain that day blackened the edge of the commander's blade."

0 WHY SHOULDN'T I KEEP IT?

EVENT

Maneuver: Spot a minion to discard Bilbo. The Free Peoples player may discard 2 Free Peoples conditions to prevent this.
"No, wait, it's here in my pocket. Isn't that... isn't that odd now?"

1 YOU BRING GREAT EVIL

CONDITION

To play, spot a Orc. Plays on a companion (except an Elf).
While at a sanctuary, bearer cannot heal.
"And what is this? We have not had dealings with the Dwarves since the Dark Days."

0 A PROMISE

CONDITION

Plays to your support area.
While you can spot Frodo and Sam and neither is exhausted, each is strength +1.
"But I'm glad, Sam. I cannot tell you how glad. Come along! It is plain that we were meant to go together."

0 •A TALENT FOR NOT BEING SEEN

CONDITION

Stealth. To play, exert a Hobbit. Plays to your support area.
Each time the fellowship moves, spot 2 Hobbit companions to make the Shadow number -1 (or spot 4 to make it -2).
"With their small size, Hobbits are very hard to hide in, and their trail is difficult to detect."

2 •BILBO BAGGINS
RETIRED ADVENTURER

ALLY • HOME 3 • HOBBIT

2 3

Fellowship: Exert Bilbo to shuffle a card from your discard pile into your draw deck.
"I don't suppose I have the strength or back left to deal with the Ring. It has grown, and I have not."

2 • **BILBO BAGGINS**
WELL-SPOKEN GENTLEHOBBIT



ALLY • HOME 1 • HOBBIT

2 Fellowship: Exert Bilbo and discard a tale to discard a Shadow condition from an opponent's support area.
3 "...as Mr. Baggins was generous with his money, most people were willing to forgive him his oddities and his good fortune."

25M

1 • **BILBO'S PIPE**



POSSESSION • PIPE

Bearer must be a Hobbit.
Fellowship: Discard a pipeweed possession and spot X pipes to shuffle X tales from your discard pile into your draw deck.
"Bilbo has a fine pipe, carved for him by his Dwarven friends."

15M

0 • **BILL THE PONY**



POSSESSION

Bearer must be a Hobbit companion.
The Shadow number of each site is -1. Discard Bill the Pony when at an underground site.
"That animal can nearly talk... He gave me a look as plain as Mr. Pippin could speak."

15M

1 **BOUNDER**



ALLY • HOME 2 • HOBBIT

2 Skirmish: Exert this ally to prevent a Hobbit from being overwhelmed unless that Hobbit's strength is tripled.
2 "Aye, reckon we're in for a quiet night... mind how you go..."

15M

0 **CONSORTING WITH WIZARDS**



CONDITION

Tale. Bearer must be Bilbo. Bilbo may not take wounds (except during the archery phase).
Fellowship or Regroup: Exert Bilbo or discard this condition to remove 0.
"He wasn't always this peculiar! When I were a lad, old Bilbo was a most respectable Hobbit."

18M

0 **DEAR FRIENDS**



EVENT

Fellowship: Exert a companion to place a Free Peoples card from your discard pile beneath your draw deck (or 2 Free Peoples cards if that companion has the Frodo signet).
"He proved him for news of himself and of the wide world... and they stayed up far into the night."

25M

0 **DEFT IN THEIR MOVEMENTS**



EVENT

Stealth. Regroup: Spot 2 Hobbits to make each site's Shadow number -2 until the end of the turn.
"They possessed from the first the art of disappearing swiftly and silently, when large folk who they do not wish to meet come blundering by."

25M

0 **EXTRAORDINARY RESILIENCE**



EVENT

Response: If the Ring-bearer is about to heal, remove a burden instead.
"Don't despair!" said Scribe. "You must trust me now. Your Frodo is made of sterner stuff than I had guessed..."

15M

1 • **FARMER MAGGOT**
CHASER OF RASCALS



ALLY • HOME 1 • HOBBIT

2 Fellowship: Exert Farmer Maggot to heal Merry or Pippin.
3 "Old Maggot is really a stout fellow - if you leave his mushrooms alone!"

18M

0 **FEARING THE WORST**



CONDITION

Stealth. To play, exert 2 Hobbits. Plays to your support area.
The twilight cost of each search card and each tracker is +2.
"Even if we are allowed to leave these unattended, we can hardly hope news to leave it unattended."

25M

1 • **FILIBERT BOLGER**
WILY RASCAL



ALLY • HOME 1 • HOBBIT

1 Skirmish: Exert a Hobbit companion twice to cancel a fierce skirmish involving that Hobbit.
2 "Filibert knows paths and tracks that few have trodden. He is not adventurous by nature, but his escapades often require rapid departures."

25M

0 • **FRODO**
OLD BILBO'S HEIR



COMPANION • HOBBIT

3 Ring-bearer (resistance 10). At the start of each of your turns, you may heal a Hobbit ally.
4 "But be that as it may, Mr. Frodo is as nice a young hobbit as you could wish to meet."

15M

0 • **FRODO**
RELUCTANT ADVENTURER



COMPANION • HOBBIT

3 Ring-bearer (resistance 10). The cost of each artifact, possession, and tale played on Frodo is -1.
4 "I am not made for perilous quests. I wish I had never seen the Ring! Why did it come to me? Why was I chosen?"

25M

0 • **FRODO**
SON OF DRIGO



COMPANION • HOBBIT

3 Ring-bearer (resistance 10). Fellowship: Exert another companion who has the Frodo signet to heal Frodo.
4 "I think you'll find there's more to this Hobbit than meets the eye."

15M

1 • **FRODO'S PIPE**



POSSESSION • PIPE

Bearer must be Frodo.
Fellowship: Discard a pipeweed possession and spot X pipes to heal a companion with the Frodo signet X times.
"All the same, observations that I have made on my own many journeys would have convinced me that the world itself is not native to our parts of the world."

25M

0 **FRYING PAN**



POSSESSION • HAND WEAPON

1 Bearer must be a Hobbit.
Skirmish: Exert bearer to wound an Orc he or she is skirmishing.
"I think I'm getting the hang of this!"

15M

0
HALTING DUTIFNESS

EVENT

Skirmish: Exert a Hobbit to make him strength +3.
"... though they are inclined to be fat and do not hurry unnecessarily, they are nonetheless nimble and swift in their movements."

LC 270

0
HOBBIT APPETITE

EVENT

Fellowship: Add 1 to heal a Hobbit companion X times.
"What about Elvenstar, Luncheon, Afternoon Tea and Supper - he knows about them, doesn't he?"

LC 270

1
HOBBIT FARMER

ALLY • HOME 1 • HOBBIT

2
2

While you can spot your site 1, this ally has the game text of that site.
Fellowship: Exert this ally and spot opponent's site 1 to replace it with your site 1.
"... where our hearts truly lie is in peace and quiet and good-tilled earth..."

LC 270

1
HOBBIT INTUITION

EVENT

Stealth.
Skirmish: At sites 1 to 4, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +3.
"What? That were just a little detour, that's all, a shortcut."

LC 270

1
HOBBIT PARTY GUEST

ALLY • HOME 1 • HOBBIT

2
2

At the start of each of your turns, heal this ally.
Fellowship: Exert this ally to heal another Hobbit ally whose home is site 1.
"More promising still (to the hobbit's mind): an evermore open-air kitchen was erected..."

LC 270

1
HOBBIT STEALTH

EVENT

Stealth.
Skirmish: At sites 1 to 5, cancel a skirmish involving a Hobbit. At any other site, make a Hobbit strength +2.
"They possessed from the first the art of disappearing roughly and silently, when large folk whom they do not wish to meet come blundering by..."

LC 270

1
HOBBIT SWORD

POSSESSION • HAND WEAPON

2

Bearer must be a Hobbit.
"Snip these on..."

LC 270

0
HOBBIT SWORD-PLAY

EVENT

Maneuver: Exert a Hobbit bearing a weapon to wound a minion. That minion's owner may remove 1 to prevent this.
"However sword that a blade in a Halfling's hand would surprise a larger foe..."

LC 270

1
LONGBROOM LEAF

POSSESSION

Pipeweed. Plays to your support area. When you play this possession, you may discard up to 2 cards from hand.
Longbroom leaf is the pipeweed enjoyed by most Hobbits throughout the Shire.

LC 270

1
•MASTER PROUDFOOT
DISTANT RELATIVE OF BILBO

ALLY • HOME 1 • HOBBIT

2
2

Fellowship: If the twilight pool has fewer than 3 twilight tokens, add 1 to reveal the top 3 cards of your draw deck. Take all 3 cards revealed into hand and discard the rest.
"His name, of course, was Proudfoot, and well earned; his feet were large, exceptionally furry..."

LC 270

1
MEANT TO BE ALONE

EVENT

Fellowship: Spot a Hobbit companion (except the Ring-bearer) to reveal a card at random from an opponent's hand. Remove 1, where X is the twilight cost of the card revealed.
"You are a Ring-bearer, Frodo... to bear a Ring of Power is to be alone..."

LC 270

1
•MELLIOT BRANDYBUCK
MERRY DANCER

ALLY • HOME 1 • HOBBIT

2
2

Response: If a burden is about to be added by a Shadow card, exert Melilot to prevent that burden.
"Master Eoward Took and Miss Melilot Brandybuck got on a table and with bells on their hands began to dance the Spring-dance, a pretty dance, but rather vigorous."

LC 270

1
•MERRY
FRIEND TO SAM

COMPANION • HOBBIT

3
4

Skirmish: If Merry is not assigned to a skirmish, exert him twice to add his strength to another companion.
"We're coming too! You'll have to send us home tied up in a sack to stop us!"

LC 270

1
•MERRY
FROM O'ER THE BRANDYWINE

COMPANION • HOBBIT

3
4

While Merry bears a weapon, he is strength +2.
"I don't know why he's so upset, it's only a few carrots... my point is, he's overreacting."

LC 270

1
•MERRY
HORTICULTURALIST

COMPANION • HOBBIT

3
4

Fellowship: Exert Merry to play Farmer Maggot from your draw deck.
"Oo... I think I've broken something..."

LC 270

2
•MITHEIL-COAT

ARTIFACT • ARMOR

Bearer must be Frodo.
 The minion archery total is -1. Each minion skirmishing Frodo does not gain strength bonuses from weapons and loses all damage bonuses.
"... its worth was greater than the value of the whole Shire and everything in it..."

LC 270



2 •SAM
SON OF HAMFAST



COMPANION • HOBBIT

3 Fellowship: Exert Sam to remove a burden.
4 Response: If Frodo dies, make Sam the Ring-bearer (resistance 5).
"Oh, I've never held a girl's hand before. I... I think I might just have myself another ale."

IC 281

1 SEEK AND HIDE



EVENT

Stealth.
Skirmish: Spot 2 ♠ companions to make a minion lose all damage bonuses.
A Hobbit's best friends in Moria are the very pillars that support its structure.

IC 322

0 SORRY ABOUT EVERYTHING



EVENT

Fellowship: Exert a Hobbit companion to remove a burden.
"I am sorry that I brought this upon you... sorry you must carry this burden."

IC 320

1 •STING



POSSESSION • HAND WEAPON

2 Bearer must be Frodo.
Fellowship or Regroup: Exert Frodo to reveal an opponent's hand. Remove 1 for each Orc revealed (limit 3).
"This is Sting... Take it, if you like."

IC 313

2 •STONE TROLLS



CONDITION

Tale. To play, spot Bilbo. Plays on any character. Limit 1 per character. Each time bearer skirmishes a Troll or Uruk-hai, bearer is strength +3.
"For a couple o' pints," says 'Troll, and grins, / "I'll eat thee too, and gnaw thy shins. / A bit o' fresh meat will go down sweet!"

IC 360

1 STOUT AND STURDY



EVENT

Maneuver or Skirmish: Heal a Hobbit.
"You have a stout heart, little hobbit, but your courage alone will not save you."

IC 353

1 •THE GAFFER
SAM'S FATHER



ALLY • HOME 1 • HOBBIT

2 Fellowship: Exert The Gaffer to heal Frodo or Sam.
"No one had a more attentive audience than old Ham Gaffer, commonly known as the Gaffer. He held forth as 'The Jey Bush, a small inn on the Brynawater road, and he spoke with some authority, for he had tended the garden at Bag End for forty years..."

IC 370

1 •THE GAFFER'S PIPE



POSSESSION • PIPE

Bearer must be a Hobbit.
Fellowship: Discard a pipeweed possession and spot X pipes to remove 3.
"This... is the one art that we certainly claim to be our own invention. When Hobbit first began to smoke is not known..."

IC 370

1 THE SHIRE COUNTRYSIDE



CONDITION

To play, spot 2 ♠ companions. Plays to your support area.
Each time you remove a burden (except by a Hobbit's game text), you may heal a companion.
"Life in the wide world goes on... scarcely even aware of the existence of hobbits..."

IC 311

1 •THERE AND BACK AGAIN



CONDITION

Tale. Bearer must be a Hobbit companion.
Maneuver: Discard this condition to make each Hobbit companion strength +2 until the regroup phase.
"So there I was - at the mercy of three monstrous trolls..."

IC 307

0 THREE MONSTROUS TROLLS



CONDITION

Tale. Plays to your support area.
Response: If a Shadow card is about to add any number of twilight tokens, exert a Hobbit ally to prevent this.
"Great big nasty twenty foot high smelly things - and they're arguing - arguing about how they were going to cook us!"

IC 310

0 •THORIN'S MAP



POSSESSION

Plays to your support area.
Fellowship or Regroup: Exert a Hobbit to play the fellowship's next site (replacing opponent's site if necessary).
Bilbo still keeps a map of Erbor, the Lonely Mountain, as a memento of his journey with the Dwarves many years ago.

IC 308

6 ANDUIN BANKS



8

River: For each companion in the fellowship over 6, add 2 to the minion archery total.

IC 316

6 ANDUIN CONFLUENCE



7

River: When the fellowship moves to Anduin Confluence, discard every ally.

IC 315

6 ANDUIN WILDERLAND



8

Forest, River: While the fellowship is at Anduin Wilderland, skip the archery phase.

IC 314

6 BAG END



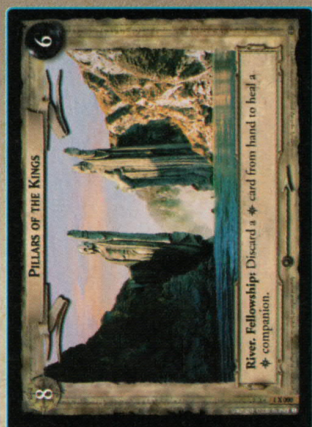
8

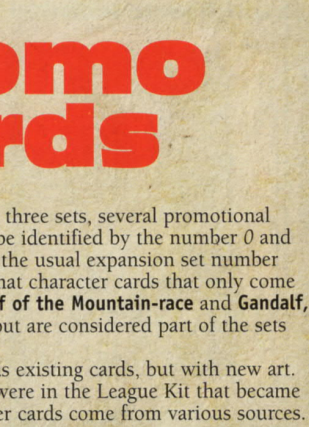
Fellowship: Exert a Hobbit to play 'The Gaffer from your draw deck.

IC 317









In addition to the cards from the three sets, several promotional cards exist for the game. These can be identified by the number 0 and the letter P in the corner in place of the usual expansion set number and rarity letter (R, U, or C). Note that character cards that only come in starter decks, such as **Gimli**, **Dwarf of the Mountain-race** and **Gandalf, the Grey Pilgrim**, carry the P rarity, but are considered part of the sets whose starter decks they appear in.

Most promo cards are the same as existing cards, but with new art. The nine cards shown on this page were in the League Kit that became available in spring of 2002. The other cards come from various sources.





Foreign cards

The Lord of the Rings is an international phenomenon. The books and movie have been translated into many languages and enjoys a strong following around the globe.

The collectible card game is just as popular throughout the world. In addition to the following sampling cards from the Two Towers (in French, German, Spanish, and Italian), Decipher prints cards in Chinese, Polish, Portuguese, and Russian, and other languages. For more information, articles, and rulebooks printed in other languages, go to <http://www.decipher.com/lordoftherings/internationalindex.html>.

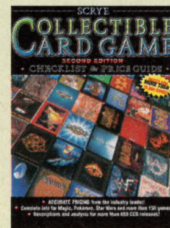


PRICE GUIDE

What are your **Lord of the Rings** and **Middle-earth** CCG cards worth? Here's the answer!



Scrye magazine is used by gamers and collectors alike as the only reliable source for secondary market prices for collectible card games. We survey retail stores across North America for each issue of **Scrye**, available every month at the store where you bought this magazine. You can also get the prices in checklist form in the **Scrye Collectible Card Game Checklist & Price Guide**, a 592-page book. The new edition ships in early 2003!



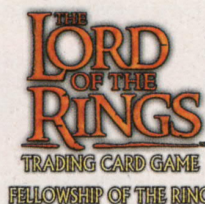
The Lord of the Rings • The Fellowship of the Rings

Decipher • Released **November 6, 2001**

365 cards plus 365 foil versions • IDENTIFIER: First digit in card code is '1'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Designed by **Joe Alread, Chuck Kallenbach II, Tom Lischke, and Mike Reynolds**



Standard versions of the major character cards **Aragorn, King in Exile** and **Gandalf, The Grey Wizard** appear in the starter decks; their foil versions randomly appear in boosters.

Set (365 cards) 397.00
Foil set (365 cards) 2,887.00
Starter Display Box 112.75
Booster Display Box 95.00
Starter Deck 11.00
Booster Pack 3.30

You will need **41** nine-pocket pages to store this set. (21 doubled up)

REGPRICE	#	Card name	Rarity	FOILPRICE
0.80	251	A Host Avails Little	U	3.00
1.00	113	A Ranger's Versatility	U	3.00
0.90	316	A Talent for Not Being Seen	U	3.00
4.00	87	A Wizard Is Never Late	R	8.00
3.00	69	Albert Dreary: Entertainer from Bree	R	8.00
3.50	120	Alive and Unspoiled	R	8.50
0.80	203	All Blades Perish	U	3.50
0.80	239	All Thought Bent on It	U	3.00
4.00	204	All Veils Removed	R	8.00
4.00	88	An Able Guide	R	8.00
4.00	163	Ancient Chieftain	R	8.00
0.80	29	Ancient Enmity	U	3.00
0.25	356	Anduin Banks	C	1.50
0.90	353	Anduin Confluence	U	3.00
0.25	354	Anduin Wilderland	C	1.50
4.00	365	Aragorn: King in Exile	X	9.00
8.50	89	Aragorn: Ranger of the North	R	13.25
5.70	90	Aragorn's Bow	R	10.00
1.00	91	Aragorn's Pipe	U	3.00
0.25	92	Armor	C	1.50
12.00	30	Arwen: Daughter of Elrond	R	13.00
4.00	93	Arwen's Fate	R	8.00
0.90	31	Asfaloth	U	3.00
1.00	94	Athelas	U	3.00

REGPRICE	#	Card name	Rarity	FOILPRICE
0.25	3	Axe Strike	C	1.50
0.80	319	Bag End	U	3.00
0.90	343	Balin's Tomb	U	3.00
3.50	240	Band of the Eye	R	8.00
1.00	70	Barliman Butterbur: Prancing Pony Proprietor	U	3.00
0.25	4	Battle Fury	C	1.50
4.00	205	Beauty is Fading	R	8.00
3.00	206	Bent on Discovery	R	8.00
6.00	284	Bilbo Baggins: Retired Adventurer	R	9.50
0.90	285	Bilbo's Pipe	U	3.00
0.80	164	Bitter Hatred	U	3.00
0.90	207	Black Breath	U	3.30
3.00	208	Black Steed	R	8.00
5.00	95	Blade of Gondor	R	8.50
1.00	209	Blade Tip	U	3.30
0.25	32	Border Defenses	C	1.50
8.30	96	Boromir: Lord of Gondor	R	12.50
1.00	97	Boromir: Son of Denethor	U	3.00
1.00	98	Boromir's Cloak	U	3.00
0.25	286	Boulder	C	1.50
5.00	33	Bow of the Galadhrim	R	8.00
0.25	121	Bred-for Battle	C	1.50
1.00	327	Bree Gate	U	3.00
1.00	328	Bree Streets	U	3.00
0.25	122	Breeding Pit	C	1.50
0.90	329	Breeland Forest	U	3.00
0.90	357	Brown Lands	U	3.00
0.90	330	Buckleberry Ferry	U	3.00
3.50	123	Caradhras Has Not Forgiven Us	R	8.00
9.00	165	Cave Troll of Moria: Scourge of the Black Pit	R	13.25
4.00	166	Cave Troll's Hammer	R	8.80

REGPRICE	#	Card name	Rarity	FOILPRICE
5.00	34	Celeborn: Lord of Lórien	R	8.50
3.00	99	Change of Plans	R	8.00
0.25	5	Cleaving Blow	C	1.50
0.25	101	Coat of Mail	C	1.50
0.25	337	Council Courtyard	C	1.50
3.00	124	Cruel Caradhras	R	8.00
0.80	241	Curse from Mordor	U	3.00
3.00	36	Curse Their Foul Feet!	R	8.00
0.25	102	Dagger Strike	C	1.50
3.00	210	Dark Whispers	R	8.00
0.25	37	Defiance	C	1.80
0.25	6	Delving	C	1.50
3.00	167	Denizens Enraged	R	8.00
3.50	243	Despair	R	8.00
4.00	244	Desperate Defense of the Ring	R	8.00
3.50	245	Desperate Measures	R	8.00
0.90	350	Dimrill Dale	U	3.00
5.00	38	Double Shot	R	10.50
0.80	211	Drawn to its Power	U	3.30
0.25	168	Drums in the Deep	C	1.50
3.50	71	Durin's Secret	R	8.00
0.25	7	Dwarf Guard	C	1.50
0.90	344	Dwarrowdelf Chamber	U	3.00
0.25	8	Dwarven Armor	C	1.50
0.25	9	Dwarven Axe	C	1.50
0.25	10	Dwarven Heart	C	1.50
0.90	320	East Road	U	3.00
0.25	103	Elendil's Valor	C	1.50
0.25	39	Elf-song	C	1.50
6.80	40	Elrond: Lord of Rivendell	R	11.00
0.25	41	Elven Bow	C	1.50
0.25	42	Elven Cloak	C	1.50
0.90	360	Eryn Muil	U	3.00
3.50	246	Enduring Evil	R	8.00
3.00	247	Enheartened Foe	R	8.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

Get checklists for **450 more** CCGs just like this in the **2003 Scrye CCG Checklist & Price Guide!**



The lists in the book are also divided into nines for easier storage — and also have prices and set reviews! Check it out!

RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE	RegPRICE	#	Card name	Rarity	FoilPRICE
0.25	104	Eregion's Trails	C	1.50	0.25	187	Host of Thousands	C	1.50	4.00	264	Orc Bowman	R	8.00
0.25	331	Ettenmoors	C	1.50	0.80	126	Hunt Them Down!	U	3.00	4.00	265	Orc Butchery	R	8.00
0.25	287	Extraordinary Resilience	C	1.50	3.00	214	In the Ringwraith's Wake	R	8.00	0.25	266	Orc Chieftain	C	1.50
0.25	11	Farin: Dwarven Emissary	C	1.50	0.25	76	Intimidate	C	1.50	0.90	267	Orc Hunters	U	3.00
3.00	288	Farmer Maggot: Chaser of Rascals	R	8.30	3.00	253	Journey Into Danger	R	8.00	0.25	268	Orc Inquisitor	C	1.50
0.90	321	Farmer Maggot's Fields	U	3.00	8.00	50	Legolas: Greenleaf	R	14.00	0.25	269	Orc Scimitar	C	1.50
0.25	43	Far-seeing Eyes	C	1.50	1.00	51	Legolas: Prince of Mirkwood	U	3.00	0.90	270	Orc Scouting Band	U	3.00
3.00	212	Fear	R	8.30	0.80	77	Let Folly Be Our Cloak	U	3.00	0.25	271	Orc Soldier	C	1.50
0.80	105	Foes of Mordor	U	3.00	0.25	20	Let Them Come!	C	1.50	4.00	272	Orc War Band	R	8.00
3.00	170	Fool of a Took!	R	8.00	0.25	52	Lightfootedness	C	1.50	1.00	56	Orophin: Lórien Bowman	U	3.00
0.25	248	Forces of Mordor	C	1.50	0.25	300	Longbottom Leaf	C	1.50	4.50	131	Orthanc Assassin	R	8.00
0.90	338	Ford of Bruinen	U	3.00	0.25	21	Lord of Moria	C	1.50	3.50	80	Ottar: Man of Laketown	R	8.00
0.80	44	Foul Creation	U	3.00	0.25	53	Lórien Elf	C	1.50	3.00	132	Parry	R	8.00
0.25	171	Frenzy	C	1.50	0.25	189	Lost to the Goblins	R	8.00	0.90	348	Pass of Caradhras	U	3.00
7.00	289	Frodo: Old Bilbo's Heir	R	12.50	0.90	352	Lothlórien Woods	U	3.00	0.25	110	Pathfinder	C	1.50
0.25	290	Frodo: Son of Drogo	C	1.50	7.00	127	Lurtz: Servant of Isengard	R	9.50	0.80	222	Paths Seldom Trodden	U	3.30
0.90	339	Frodo's Bedroom	U	3.00	4.00	128	Lurtz's Battle Cry	R	8.00	0.90	358	Pillars of the Kings	U	3.00
0.80	213	Frozen by Fear	U	3.30	0.80	54	Mallorn-trees	U	3.00	0.25	192	Pinned Down	C	1.50
7.80	45	Galadriel: Lady of Light	R	12.00	1.00	301	Master Proudfoot: Distant Relative of Bilbo	U	3.00	0.25	306	Pippin: Friend to Frodo	C	1.50
0.25	351	Galadriel's Glade	C	1.50	0.25	302	Merry: Friend To Sam	R	8.30	5.00	307	Pippin: Hobbit of Some Intelligence	R	8.50
10.00	72	Gandalf: Friend of the Shirefolk	R	12.50	0.25	303	Merry: from O'er The Brandywine	C	1.50	0.25	193	Plundered Armories	C	1.50
4.50	364	Gandalf: The Grey Wizard	X	12.00	0.90	332	Midgewater Marshes	U	3.00	4.30	308	Power According to his Stature	R	8.80
1.00	73	Gandalf's Cart	U	3.00	0.90	333	Midgewater Moors	U	3.00	4.00	111	Pursuit Just Behind	R	8.30
0.90	74	Gandalf's Pipe	U	3.00	0.90	345	Mithril Mine	U	3.00	3.00	81	Questions that Need Answering	R	8.00
0.80	46	Gift of Boats	U	3.00	3.00	22	Mithril Shaft	R	8.00	1.00	112	Ranger's Sword	U	3.00
1.00	12	Gimli: Dwarf of Erebor	U	3.00	3.00	254	Mordor Enraged	R	8.00	0.80	194	Relentless	U	3.00
6.00	13	Gimli: Son of Glóin	R	8.80	3.00	255	Mordor's Strength	C	1.50	0.80	223	Relentless Charge	U	3.50
4.50	14	Gimli's Battle Axe	R	8.30	4.00	217	Morgul Gates	R	10.50	3.00	195	Relics of Moria	R	8.00
4.00	15	Gimli's Helm	R	8.30	4.00	256	Morgul Hunter	R	8.80	3.50	224	Return to Its Master	R	8.00
5.60	75	Glamdring	R	9.00	1.00	257	Morgul Skirmisher	U	3.00	0.25	82	Risk a Little Light	C	1.50
0.80	249	Gleaming Spires Will Crumble	U	3.00	3.50	258	Morgul Skulker	U	3.00	0.90	340	Rivendell Terrace	U	3.00
4.00	172	Goblin Archer	R	8.00	3.50	190	Moria Axe	R	8.00	0.90	341	Rivendell Valley	U	3.00
5.00	173	Goblin Armory	R	8.50	0.25	346	Moria Lake	C	1.50	0.90	342	Rivendell Waterfall	U	3.00
0.25	174	Goblin Backstabber	C	1.50	0.25	191	Moria Scout	C	1.50	1.00	309	Rosie Cotton: Hobbiton Lass	U	3.00
4.00	175	Goblin Domain	R	8.00	0.90	347	Moria Stairway	U	3.00	1.00	57	Rúmil: Elven Protector	U	3.00
0.25	176	Goblin Marksman	C	1.50	0.25	78	Mysterious Wizard	C	1.50	5.00	310	Sam: Faithful Companion	R	9.00
0.25	177	Goblin Patrol Troop	C	1.50	1.00	218	Nazgûl Sword	U	3.30	0.25	311	Sam: Son of Hamfast	C	1.50
1.00	178	Goblin Runner	U	3.00	0.80	130	No Ordinary Storm	U	3.00	0.25	133	Saruman's Ambition	C	1.50
0.25	179	Goblin Scavengers	C	1.50	0.80	108	No Stranger to the Shadows	U	3.00	0.25	134	Saruman's Chill	C	1.50
0.25	180	Goblin Scimitar	C	1.50	0.25	304	Noble Intentions	C	1.50	0.80	135	Saruman's Frost	U	3.00
1.00	181	Goblin Sneak	U	3.00	4.00	23	Nobody Tosses a Dwarf	R	8.00	0.80	136	Saruman's Power	U	3.00
0.25	182	Goblin Spear	C	1.50	0.80	220	Not Easily Destroyed	U	3.30	3.00	137	Saruman's Reach	R	8.00
4.00	183	Goblin Swarms	R	8.00	0.25	305	Old Toby	C	1.50	0.25	138	Saruman's Snows	C	1.50
0.25	184	Goblin Wallcrawler	C	1.50	0.80	109	One Whom Men Would Follow	U	3.00	0.80	274	Sauron's Defenses	U	3.00
0.25	185	Goblin Warrior	C	1.50	0.25	261	Orc Ambusher	C	1.50	4.00	139	Savagery to Match Their Numbers	R	8.00
0.25	106	Gondor's Vengeance	C	1.50	1.00	262	Orc Assassin	U	3.00	0.80	275	Seeking It Always	U	3.00
0.25	107	Great Shield	C	1.50	3.00	263	Orc Banner	R	8.00	3.00	276	Seeking Its Master	R	8.00
3.00	16	Greatest Kingdom of My People	R	8.30	0.25	219	Host of Thousands	C	1.50	4.00	83	Servant of the Secret Fire	R	8.80
3.00	125	Greed	R	8.00	0.25	219	Host of Thousands	C	1.50	0.25	277	Shadow's Reach	C	1.50
0.90	322	Green Dragon Inn	U	3.00	0.80	293	Halfling Deftness	U	3.00					
0.90	323	Green Hill Country	U	3.00	0.25	18	Halls of My Home	C	1.50					
1.00	17	Grimir: Dwarven Elder	U	3.00	4.00	250	Hate	R	9.00					
3.00	186	Guard Commander	R	8.00	0.25	19	Here Lies Balin, Son of Fundin	C	1.50					
4.50	47	Gwemegil	R	10.50	0.25	294	Hobbit Appetite	C	1.50					
1.00	48	Haldir: Elf of The Golden Wood	U	3.00	0.25	295	Hobbit Farmer	C	1.50					
0.80	293	Halfling Deftness	U	3.00	0.25	296	Hobbit Intuition	C	1.50					
0.25	18	Halls of My Home	C	1.50	0.25	297	Hobbit Party Guest	C	1.50					
4.00	250	Hate	R	9.00	0.25	298	Hobbit Stealth	C	1.50					
0.25	19	Here Lies Balin, Son of Fundin	C	1.50	0.25	299	Hobbit Sword	C	1.50					

The Lord of the Rings® The Fellowship of the Rings Deluxe Starter Set

Decipher • Released November 2001

- Contains a 60-card deck, 3 random rares, 1 booster pack, 25 tokens, 6 markers
- Three box designs: **Gandalf**, **Shire**, and **Sauron**

All cards in the Starter Set are from The Fellowship of the Ring set and cannot be distinguished from them.

There are 10 red and 15 black tokens inside, as well as six fellowship player markers.

Deluxe Starter Set 20.00



RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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Scrye Collectible Card Game Checklist & Price Guide!



It's available from your game store in March 2003!
Or order it direct from (800) 258-0929!

REGPRICE	#	Card name	Rarity	FOILPRICE	REGPRICE	#	Card name	Rarity	FOILPRICE	REGPRICE	#	Card name	Rarity	FOILPRICE
<input type="checkbox"/> 0.90	325	Shire Lookout Point	U	3.00	<input type="checkbox"/> 0.80	242	The Dark Lord's Summons	U	3.00	<input type="checkbox"/> 0.25	68	The White Arrows of Lórien	C	1.50
<input type="checkbox"/> 0.90	359	Shores of Nen Hithoel	U	3.00	<input type="checkbox"/> 3.00	169	The End Comes	R	8.30	<input type="checkbox"/> 9.90	237	The Witch-king: Lord of Angmar	R	14.00
<input type="checkbox"/> 0.25	59	Shoulder to Shoulder	C	1.50	<input type="checkbox"/> 4.00	291	The Gaffer: Sam's Father	R	8.30	<input type="checkbox"/> 0.25	141	Their Arrows Enrage	C	1.50
<input type="checkbox"/> 1.00	60	Silinde: Elf of Mirkwood	U	3.00	<input type="checkbox"/> 0.80	292	The Gaffer's Pipe	U	3.00	<input type="checkbox"/> 0.25	26	Their Halls of Stone	C	1.50
<input type="checkbox"/> 0.90	355	Silverlode Banks	U	3.00	<input type="checkbox"/> 3.00	252	The Irresistible Shadow	R	8.00	<input type="checkbox"/> 0.80	226	Their Power Is in Terror	U	3.30
<input type="checkbox"/> 0.25	84	Sleep, Caradhras	C	1.50	<input type="checkbox"/> 4.00	49	The Last Alliance of Elves and Men	R	8.00	<input type="checkbox"/> 0.25	317	There and Back Again	C	1.50
<input type="checkbox"/> 0.90	361	Slopes of Amon Hen	U	3.00	<input type="checkbox"/> 0.80	188	The Long Dark	U	3.00	<input type="checkbox"/> 0.25	196	They Are Coming	C	1.50
<input type="checkbox"/> 0.25	61	Songs of the Blessed Realm	C	1.50	<input type="checkbox"/> 0.80	215	The Master's Will	U	3.30	<input type="checkbox"/> 3.50	279	Thin and Stretched	R	8.00
<input type="checkbox"/> 0.25	312	Sorry About Everything	C	1.50	<input type="checkbox"/> 4.00	55	The Mirror of Galadriel	R	8.00	<input type="checkbox"/> 1.00	27	Thrarin: Dwarven Smith	U	3.00
<input type="checkbox"/> 3.00	140	Spies of Saruman	R	8.00	<input type="checkbox"/> 3.00	129	The Misadventure of Mr. Underhill	R	8.10	<input type="checkbox"/> 0.25	197	Threat of the Unknown	C	1.50
<input type="checkbox"/> 0.25	24	Stairs of Khazad-dûm	C	1.50	<input type="checkbox"/> 0.80	219	The Nine Servants of Sauron	U	3.50	<input type="checkbox"/> 0.80	227	Threshold of Shadow	U	3.30
<input type="checkbox"/> 0.80	63	Stand Against Darkness	U	3.00	<input type="checkbox"/> 4.00	79	The Nine Walkers	R	8.00	<input type="checkbox"/> 4.00	318	Thrór's Map	R	8.00
<input type="checkbox"/> 0.25	25	Still Draws Breath	C	1.50	<input type="checkbox"/> 7.10	1	The One Ring: Isildur's Bane	R	13.25	<input type="checkbox"/> 0.80	198	Through the Misty Mountains	U	3.00
<input type="checkbox"/> 6.00	313	Sting	R	12.50	<input type="checkbox"/> 0.25	2	The One Ring: The Ruling Ring	C	1.50	<input type="checkbox"/> 0.90	363	Tol Brandir	U	3.00
<input type="checkbox"/> 3.00	314	Stone Trolls	R	8.00	<input type="checkbox"/> 5.00	221	The Pale Blade	R	8.80	<input type="checkbox"/> 0.90	280	Tower Lieutenant	U	3.00
<input type="checkbox"/> 0.25	315	Stout and Sturdy	C	1.50	<input type="checkbox"/> 1.00	324	The Prancing Pony	U	3.00	<input type="checkbox"/> 0.80	142	Traitor's Voice	U	3.00
<input type="checkbox"/> 0.25	278	Strength Born of Fear	C	1.50	<input type="checkbox"/> 0.25	273	The Ring's Oppression	C	1.50	<input type="checkbox"/> 0.25	86	Treachery Deeper Than You Know	C	1.50
<input type="checkbox"/> 3.00	115	Strength of Kings	R	8.00	<input type="checkbox"/> 3.50	114	The Saga of Elendil	R	8.00	<input type="checkbox"/> 3.50	199	Troll's Keyword	R	8.00
<input type="checkbox"/> 0.25	85	Strength of Spirit	C	1.50	<input type="checkbox"/> 0.25	58	The Seen and the Unseen	C	1.50	<input type="checkbox"/> 0.90	334	Trollshaw Forest	U	3.00
<input type="checkbox"/> 0.25	362	Summit of Amon Hen	C	1.50	<input type="checkbox"/> 4.00	62	The Splendor of Their Banners	R	8.00	<input type="checkbox"/> 4.00	143	Troop of Uruk-hai	R	8.00
<input type="checkbox"/> 0.90	64	Support of the Last Homely House	U	3.00	<input type="checkbox"/> 3.00	228	The Twilight World	R	8.00	<input type="checkbox"/> 5.60	229	Úlairë Attëa: Keeper of Dol Guldur	R	10.50
<input type="checkbox"/> 0.90	65	Swan-ship of the Galadhrim	U	3.00	<input type="checkbox"/> 3.00	200	The Underdeep of Moria	R	8.00	<input type="checkbox"/> 5.50	230	Úlairë Cantëa: Lieutenant of Dol Guldur	R	10.50
<input type="checkbox"/> 0.80	225	Sword of Minas Morgul	U	3.50	<input type="checkbox"/> 4.00	66	The Tale of Gil-galad	R	8.00	<input type="checkbox"/> 1.00	231	Úlairë Enquëa: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 0.25	116	Swordarm of the White Tower	C	1.50	<input type="checkbox"/> 3.00	228	The Twilight World	R	8.00	<input type="checkbox"/> 1.00	232	Úlairë Lemenya: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 0.25	117	Swordsman of the Northern Kingdom	C	1.50	<input type="checkbox"/> 3.00	200	The Underdeep of Moria	R	8.00	<input type="checkbox"/> 1.00	233	Úlairë Nelya: Lieutenant of Morgul	U	3.50
<input type="checkbox"/> 0.25	349	The Bridge of Khazad-dûm	C	1.50	<input type="checkbox"/> 3.00	282	The Weight of a Legacy	R	8.00	<input type="checkbox"/> 1.00	234	Úlairë Nertëa: Messenger of Dol Guldur	U	3.30
<input type="checkbox"/> 3.00	100	The Choice of Lúthien	R	8.00						<input type="checkbox"/> 1.00	235	Úlairë Ostëa: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 3.50	35	The Council of Elrond	R	8.00						<input type="checkbox"/> 6.00	236	Úlairë Toldëa: Messenger of Morgul	R	10.50

The Lord of the Rings • Promo Cards

Decipher • IDENTIFIER: First digit in card code is '0'

The Balrog was given free in copies of *Scrye* #8.8 (Nov/Dec 2001).



#	Card name	Kind	Price
P1	The Prancing Pony	Alternate image	2.90
P2	Bill the Pony	Preview	3.00
P3	Fireworks	Preview	2.90
P4	Council Courtyard	Alternate image	2.90
P5	Horn of Boromir	Preview	3.00
P6	Balin's Tomb	Alternate image	2.50
P7	Book of Mazarbul	Preview	2.50
P8	Galadriel's Glade	Alternate image	2.00
P9	Phial of Galadriel	Preview	3.00
P10	The Balrog, Durin's Bane	Preview	4.00
P11	Saruman, Servant of the Eye	Preview	3.30
P12	Gimli, Son of Glóin	Alternate image	4.00
P13	Legolas, Greenleaf	Alternate image	4.00
P14	Aragorn, Ranger of the North	Alternate image	2.50
P15	Legolas, Son of Thranduill	Alternate image/Preview	15.00
P16	Faramir, Son of Denethor	Alternate image/Preview	10.75
P17	Eowyn, Lady of Rohan	Alternate image/Preview	5.00

A line of (unplayable) oversized cards exists:

#	OVERSIZED PROMOS	PRICE
1M3	Lurtz, Servant of Isengard	8.00
2M1	The Witch-king, Lord of the Nazgûl	8.00
2M2	Frodo, Reluctant Adventurer	8.00
2M3	Sam, Proper Poet	8.00
2M4	Gimli, Dwarf of the Mountain-race	10.00
3M1	Arwen, Elven Rider	8.00
3M2	Hand of Sauron	8.00

<input type="checkbox"/> 0.25	68	The White Arrows of Lórien	C	1.50
<input type="checkbox"/> 9.90	237	The Witch-king: Lord of Angmar	R	14.00
<input type="checkbox"/> 0.25	141	Their Arrows Enrage	C	1.50
<input type="checkbox"/> 0.25	26	Their Halls of Stone	C	1.50
<input type="checkbox"/> 0.80	226	Their Power Is in Terror	U	3.30
<input type="checkbox"/> 0.25	317	There and Back Again	C	1.50
<input type="checkbox"/> 0.25	196	They Are Coming	C	1.50
<input type="checkbox"/> 3.50	279	Thin and Stretched	R	8.00
<input type="checkbox"/> 1.00	27	Thrarin: Dwarven Smith	U	3.00
<input type="checkbox"/> 0.25	197	Threat of the Unknown	C	1.50
<input type="checkbox"/> 0.80	227	Threshold of Shadow	U	3.30
<input type="checkbox"/> 4.00	318	Thrór's Map	R	8.00
<input type="checkbox"/> 0.80	198	Through the Misty Mountains	U	3.00
<input type="checkbox"/> 0.90	363	Tol Brandir	U	3.00
<input type="checkbox"/> 0.90	280	Tower Lieutenant	U	3.00
<input type="checkbox"/> 0.80	142	Traitor's Voice	U	3.00
<input type="checkbox"/> 0.25	86	Treachery Deeper Than You Know	C	1.50
<input type="checkbox"/> 3.50	199	Troll's Keyword	R	8.00
<input type="checkbox"/> 0.90	334	Trollshaw Forest	U	3.00
<input type="checkbox"/> 4.00	143	Troop of Uruk-hai	R	8.00
<input type="checkbox"/> 5.60	229	Úlairë Attëa: Keeper of Dol Guldur	R	10.50
<input type="checkbox"/> 5.50	230	Úlairë Cantëa: Lieutenant of Dol Guldur	R	10.50
<input type="checkbox"/> 1.00	231	Úlairë Enquëa: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 1.00	232	Úlairë Lemenya: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 1.00	233	Úlairë Nelya: Lieutenant of Morgul	U	3.50
<input type="checkbox"/> 1.00	234	Úlairë Nertëa: Messenger of Dol Guldur	U	3.30
<input type="checkbox"/> 1.00	235	Úlairë Ostëa: Lieutenant of Morgul	U	3.30
<input type="checkbox"/> 6.00	236	Úlairë Toldëa: Messenger of Morgul	R	10.50
<input type="checkbox"/> 0.25	281	Under the Watching Eye	C	1.50
<input type="checkbox"/> 0.25	201	Unfamiliar Territory	C	1.50
<input type="checkbox"/> 0.25	144	Uruk Bloodlust	C	1.50
<input type="checkbox"/> 0.25	145	Uruk Brood	C	1.50
<input type="checkbox"/> 0.25	146	Uruk Fighter	C	1.50
<input type="checkbox"/> 4.00	147	Uruk Guard	R	8.00
<input type="checkbox"/> 4.00	148	Uruk Lieutenant	R	8.00
<input type="checkbox"/> 0.25	149	Uruk Messenger	C	1.50
<input type="checkbox"/> 0.25	150	Uruk Rager	C	1.50
<input type="checkbox"/> 0.25	151	Uruk Savage	C	1.50
<input type="checkbox"/> 0.25	152	Uruk Shaman	C	1.50
<input type="checkbox"/> 0.90	153	Uruk Slayer	U	3.00
<input type="checkbox"/> 0.25	154	Uruk Soldier	C	1.50
<input type="checkbox"/> 4.00	155	Uruk Spy	R	8.00
<input type="checkbox"/> 0.25	156	Uruk Warrior	C	1.50
<input type="checkbox"/> 0.25	157	Uruk-hai Armory	C	1.50
<input type="checkbox"/> 0.25	158	Uruk-hai Raiding Party	C	1.50
<input type="checkbox"/> 0.90	159	Uruk-hai Rampage	U	3.00
<input type="checkbox"/> 0.25	160	Uruk-hai Sword	C	1.50
<input type="checkbox"/> 0.25	67	Uruiel: Maid of Lórien	C	1.50
<input type="checkbox"/> 4.00	118	Valiant Man of the West	R	8.00
<input type="checkbox"/> 0.80	161	Wariness	U	3.00
<input type="checkbox"/> 3.80	28	Wealth of Moria	R	8.00
<input type="checkbox"/> 0.90	335	Weatherhills	U	3.00
<input type="checkbox"/> 0.90	336	Weathertop	U	3.00
<input type="checkbox"/> 0.25	326	Westfarthing	C	1.50
<input type="checkbox"/> 0.25	119	What Are They?	C	1.50
<input type="checkbox"/> 0.80	202	What Is This New Devilry?	U	3.00
<input type="checkbox"/> 1.00	162	Worry	U	3.00
<input type="checkbox"/> 0.80	238	Wreathed in Shadow	U	3.30
<input type="checkbox"/> 0.25	283	You Bring Great Evil	C	1.50

RARITY KEY C = Common U = Uncommon R = Rare X = Faxed

THE LORD OF THE RINGS

TRADING CARD GAME

MINES OF MORIA™

The Lord of the Rings •

The Mines of Moria

Decipher • Released March 6, 2002

122 cards plus 122 foil versions • IDENTIFIER: First digit in card code is '2'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards Gimli, Dwarf of the Mountain Race and Gandalf, The Grey Pilgrim appear in the starter decks; their foil versions randomly appear in boosters.



Set (122 cards)	145.00
Foil Set (122 cards)	912.50
Starter Display Box	114.50
Booster Display Box	92.50
Starter Deck	11.00
Booster Pack	3.30

You will need
14
nine-pocket
pages to store
this set.
(7 doubled up)

RegPRICE	#	Card name	Rarity	FoilPRICE
0.50	16	A Blended Race	U	3.00
3.50	112	A Promise	R	9.00
4.00	49	Archer Commander	R	8.50
3.00	1	Beneath the Mountains	R	8.00
3.00	39	Beyond the Height of Men	R	7.00
0.80	96	Bilbo Baggins, Well-spoken Gentlehobbit	U	3.50
4.50	75	Bill Ferny, Swarthy Sneering Fellow	R	8.50
0.80	31	Blood of Númenor	U	3.00
4.00	53	Cave Troll's Chain	R	8.50
3.00	97	Consorting With Wizards	R	7.00
0.50	54	Dark Fire	U	3.00
0.25	55	Dark Places	C	1.00
0.50	98	Dear Friends	U	3.00
0.25	99	Deft in Their Movements	C	1.00
0.25	40	Demands of the Sackville-Bagginses	C	1.00
0.50	17	Dismay Our Enemies	U	3.00
0.25	2	Disquiet of Our People	C	1.00
0.80	3	Dwarven Bracers	U	3.20
0.80	4	Endurance of Dwarves	U	3.00
0.25	21	Erland, Advisor to Brand	C	1.00
0.80	41	Evil Afoot	U	3.00
3.00	100	Fearing the Worst	R	7.00
0.25	101	Filibert Bolger, Willy Rascal	C	1.00
0.80	56	Fill With Fear	U	3.00
3.00	57	Final Cry	R	7.00
4.60	32	Flaming Brand	R	8.50
0.80	33	Flee in Terror	U	3.00
0.25	5	Flurry of Blows	C	1.00
0.25	58	Foul Tentacle	C	1.00
0.80	59	Foul Things	U	3.00
0.25	102	Frodo, Reluctant Adventurer	C	1.00
0.25	6	Frór, Gimli's Kinsman	C	1.00
3.00	122	Gandalf, The Grey Pilgrim	X	13.00
5.00	22	Gandalf's Staff	R	8.50
0.25	23	Gandalf's Wisdom	C	1.00
3.00	121	Gimli, Dwarf of the Mountain-race	X	6.00

RegPRICE	#	Card name	Rarity	FoilPRICE
3.50	7	Glóin, Friend to Thorin	R	7.00
0.25	60	Goblin Bowman	C	1.00
0.25	61	Goblin Flankers	C	1.00
0.25	42	Goblin Man	C	1.00
0.25	62	Goblin Pursuer	C	1.00
0.25	63	Goblin Reinforcements	C	1.00
0.25	64	Goblin Scrabbler	C	1.00
0.25	65	Goblin Spearman	C	1.00
0.80	8	Golden Light on the Land	U	3.00
0.80	34	Gondor Will See It Done	U	3.00
0.50	118	Great Chasm	U	3.00
0.25	9	Great Works Begun There	C	1.00
0.25	10	Hand Axe	C	1.00
0.80	76	Helpless	U	3.00
3.00	77	His Terrible Servants	R	7.00
0.80	103	Hobbit Sword-play	U	3.00
0.50	115	Hobbiton Party Field	U	3.00
0.50	116	Hobbiton Woods	U	3.00
0.25	119	Hollin	C	1.00
0.80	18	Hosts of the Last Alliance	U	3.00
4.00	66	Huge Tentacle	R	8.50
0.25	24	Hugin, Emissary from Laketown	C	1.00
0.80	78	It Wants to be Found	U	3.00
3.00	25	Jármisid, Merchant from Dale	R	7.00
4.00	43	Lurtz's Sword	R	7.00
3.00	11	Make Light of Burdens	R	7.00
0.25	88	Memory of Many Things	C	1.00
0.25	104	Merry, Horticulturalist	C	1.00
4.60	105	Mithril-coat	R	9.30
0.80	67	Moria Archer Troop	U	3.00
0.80	68	Must Do Without Hope	U	3.00
0.25	35	Natural Cover	C	1.00
0.80	106	Nice Imitation	U	3.00
0.25	44	No Business of Ours	C	1.00
3.00	36	No Mere Ranger	R	7.00
0.80	107	Not Feared in Sunlight	U	3.00
3.60	108	O Elbereth! Gilthoniel!	R	8.50
0.25	69	Old Differences	C	1.00
0.25	89	Orc Scout	C	1.00
0.25	90	Orc Taskmaster	C	1.00
3.50	109	Orc-bane	R	9.00
0.25	110	Pippin, Mr. Took	C	1.00
0.80	70	Power and Terror	U	3.00
0.80	111	Practically Everyone Was Invited	U	3.00
3.30	12	Realm of Dwarrowdelf	R	7.00
3.10	113	Red Book of Westmarch	R	7.00

RegPRICE	#	Card name	Rarity	FoilPRICE
3.00	19	Release the Angry Flood	R	8.50
0.80	79	Resistance Becomes Unbearable	U	3.00
0.25	114	Sam, Proper Poet	C	1.00
3.10	20	Secret Sentinels	R	8.50
0.25	37	Sentinels of Númenor	C	1.00
4.00	38	Shield of Boromir	R	7.10
0.25	91	Southern Spies	C	1.00
0.25	26	Speak "Friend" and Enter	C	1.00
0.80	92	Spies of Mordor	U	3.00
3.60	27	Staff Asunder	R	7.00
3.00	80	Stricken Dumb	R	7.00
0.25	51	The Balrog, Durin's Bane	C	1.00
8.90	52	The Balrog, Flame of Udún	R	11.00
5.00	50	The Balrog's Sword	R	8.50
0.80	87	The Eye of Sauron	U	3.50
9.10	85	The Witch-king, Lord of the Nazgûl	R	10.00
0.80	81	They Will Find the Ring	U	3.00
0.80	71	Throw Yourself in Next Time	U	3.00
0.80	13	Tidings of Erebor	U	3.00
0.25	14	Till Durin Wakes Again	C	1.00
3.00	45	Too Much Attention	R	7.00
3.10	93	Tower Assassin	R	8.50
0.25	117	Town Center	C	1.00
0.80	72	Troubled Mountains	U	3.00
1.00	82	Úlairë Attea, The Easterling	U	3.70
1.00	83	Úlairë Enquea, Ringwraith in Twilight	U	3.70
5.00	84	Úlairë Nelya, Ringwraith in Twilight	R	9.10
4.00	46	Uruk Captain	R	8.50
0.25	47	Uruk Scout	C	1.00
0.80	120	Valley of the Silverlode	U	3.00
3.00	94	Verily I Come	R	7.00
0.25	95	Vile Blade	C	1.00
5.00	73	Watcher in the Water, Keeper of Westgate	R	8.00
3.00	15	What Are We Waiting For?	R	7.00
4.00	74	Whip of Many Thongs	R	7.00
0.80	28	Wielder of the Flame	U	3.00
0.25	29	Wizard Staff	C	1.00
0.80	48	Wizard Storm	U	3.00
3.10	86	Wraith-world	R	7.00
0.80	30	You Cannot Pass!	U	3.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

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Scrye Collectible Card Game Checklist & Price Guide!

SCRYE

It's available from your game store in March 2003!
Or order it direct from (800) 258-0929!



The Lord of the Rings • The Realms of the Elf-Lords

Decipher • Released July 2002

122 cards plus 122 foil versions • IDENTIFIER: First digit in card code is '3'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards **Boromir, Defender of Minas Tirith** and **Legolas, Son of Thranduil** appear in the starter decks; their foil versions randomly appear in boosters.



TRADING CARD GAME
REALMS OF THE ELF-LORDS™

Set (122 cards) 150.00
Foil Set (122 cards) 850.00
Starter Display Box 106.00
Booster Display Box 90.00
Starter Deck 10.00
Booster Pack 3.00

You will need
14
nine-pocket
pages to store
this set.
(7 doubled up)

REGPRICE	#	Card name	Rarity	FOILPRICE
3.00	52	A Fell Voice on the Air	R	7.00
0.80	4	A Royal Welcome	U	2.80
0.25	49	Abandoning Reason for Madness	C	1.00
0.25	37	Answering the Cries	C	1.00
6.70	38	Aragorn, Heir to the White City	R	8.00
1.00	7	Arwen, Elven Rider	U	3.50
7.00	8	Arwen, Lady Undómíel	R	10.00
3.00	39	Banner of the White Tree	R	7.00
0.80	9	Beren and Lúthien	U	2.80
3.00	29	Betrayal of Isengard	R	7.00
1.00	106	Bill the Pony	U	3.00
3.00	1	Book of Mazarbul	R	6.00
2.00	122	Boromir, Defender of Minas Tirith	X	10.00
1.00	10	Calaglin, Elf of Lórien	U	2.80
3.00	50	Can You Protect Me From Yourself?	R	7.00
0.80	115	Caras Galadhon	U	2.80
0.25	11	Cast It Into the Fire!	C	1.00
3.30	40	Citadel of Minas Tirith	R	7.00
0.25	51	Coming for the Ring	C	1.00
0.25	76	Dangerous Gamble	C	1.00
0.25	30	Deep in Thought	C	1.00
0.25	31	Depart Silently	C	1.00
3.00	77	Depths of Moria	R	8.00
1.00	12	Dinendal, Silent Scout	U	2.80
5.00	13	Elrond, Herald to Gil-galad	R	8.00
0.80	116	Eregion Hills	U	2.80
0.25	14	Erestor, Chief Advisor to Elrond	C	1.00
0.25	32	Fireworks	C	1.00
3.30	15	Forests of Lothlórien	R	6.00
0.25	16	Friends of Old	C	1.00
1.00	107	Frodo's Pipe	U	3.00
0.25	108	Frying Pan	C	1.00
5.00	17	Galadriel, Lady of the Golden Wood	R	8.00
1.00	18	Galdor, Councilor From the West	U	2.80

REGPRICE	#	Card name	Rarity	FOILPRICE
0.25	117	Gates of Argonath	C	1.00
3.00	81	Gates of the Dead City	R	7.00
0.90	88	Get Off the Road!	U	2.80
3.30	19	Gift of the Evenstar	R	8.00
0.90	2	Gimli's Pipe	U	3.00
0.90	89	Gleaming in the Snow	U	2.80
1.00	20	Golradir, Councilor of Imladris	U	2.80
3.50	41	Gondor Bowman	R	7.00
0.25	90	Hand of Sauron	C	1.00
0.90	53	Hate and Anger	U	2.80
0.25	78	Hide and Seek	C	1.00
3.00	91	His Cruelty and Malice	R	7.00
0.25	33	His First Serious Check	C	1.00
3.00	54	Hollowing of Isengard	R	7.00
3.50	42	Horn of Boromir	R	8.00
0.80	119	House of Elrond	U	2.80
0.25	55	Isengard Axe	C	1.00
0.25	56	Isengard Forger	C	1.00
0.90	57	Isengard Retainer	U	3.00
0.90	58	Isengard Servant	U	2.80
0.25	59	Isengard Shaman	C	1.00
0.90	60	Isengard Smith	U	3.00
0.90	61	Isengard Warrior	U	2.80
0.25	62	Isengard Worker	C	1.00
2.50	121	Legolas, Son of Thranduil	X	4.00
5.00	21	Long-knives of Legolas	R	8.00
0.90	79	Malice	U	2.80
0.90	92	Massing in the East	U	2.80
0.25	22	Master of Healing	C	1.00
0.25	109	Meant to Be Alone	C	1.00
4.00	110	Melilot Brandybuck, Merry Dancer	R	7.00
0.25	43	Might of Númenor	C	1.00
3.00	3	Mines of Khazad-Dûm	R	7.00
4.00	93	Morgul Slayer	R	7.00
3.80	34	Narya	R	10.00
4.00	23	Nenya	R	8.00
0.90	82	News of Mordor	U	2.80
0.25	111	Old Noakes, Purveyor of Wisdoms	C	1.00
0.25	63	One of You Must Do This	C	1.00
0.25	94	Orc Butcher	C	1.00
4.00	64	Orc Commander	R	8.00
0.25	95	Orc Guard	C	1.00
4.00	65	Orc Overseer	R	7.00
0.90	96	Orc Pillager	U	2.80
0.90	97	Orc Slayer	U	2.80
0.25	98	Orc Swordsman	C	1.00

REGPRICE	#	Card name	Rarity	FOILPRICE
4.00	99	Orc Trooper	R	6.00
0.90	100	Orc Veteran	U	2.80
0.25	101	Orc Warrior	C	1.00
4.00	66	Orthanc Berserker	R	8.00
3.00	102	Our List of Allies Grows Thin	R	7.00
1.00	24	Phial of Galadriel	U	3.00
0.90	25	Saelbeth, Elven Councilor	U	2.80
6.70	68	Saruman, Keeper of Isengard	R	8.00
0.25	69	Saruman, Servant of the Eye	C	1.00
0.25	112	Seek and Hide	C	1.00
0.25	70	Servants to Saruman	C	1.00
0.80	45	Some Who Resisted	U	2.80
0.90	26	Something Draws Near	U	2.80
0.80	5	Song of Durin	U	2.80
0.90	46	Still Sharp	U	2.80
0.25	6	Storm of Argument	C	1.00
3.00	80	Such a Little Thing	R	7.00
3.00	103	Terrible as the Dawn	R	8.00
0.25	87	The Dark Lord Advances	C	1.00
0.25	118	The Great River	C	1.00
4.00	67	The Palantír of Orthanc	R	8.00
0.90	83	The Ring Draws Them	U	2.80
4.00	44	The Shards of Narsil	R	8.00
3.00	113	The Shire Countryside	R	7.00
1.00	73	The Trees Are Strong	U	2.80
0.25	84	They Will Never Stop Hunting You	C	1.00
0.25	114	Three Monstrous Trolls	C	1.00
3.00	85	Too Great and Terrible	R	8.00
4.00	104	Tower of Barad-dûr	R	7.00
4.00	71	Tower of Orthanc	R	7.00
0.80	72	Trapped and Alone	U	2.80
0.90	35	Trust Me as You Once Did	U	2.80
1.00	86	Úlairë Otsëa, Ringwraith in Twilight	U	4.00
0.25	36	Unknown Perils	C	1.00
0.25	74	Uruk Raider	C	1.00
0.90	75	Uruk Ravager	U	2.80
4.00	27	Vilya	R	8.00
0.25	28	Voice of Nimrodel	C	1.00
0.80	47	Voice of Rauros	U	2.80
0.80	120	Wastes of Eryn Muil	U	2.80
0.25	48	We Must Go Warily	C	1.00
3.00	105	Why Shouldn't I Keep It?	R	7.00

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed

THE LORD OF THE RINGS

TRADING CARD GAME

THE TWO TOWERS

The Lord of the Rings •

The Two Towers

Decipher • Released November 6, 2002

365 cards plus 365 foil versions • IDENTIFIER: First digit in card code is '4'

- Starter decks contain 63 cards; starter displays contain 12 decks
- Booster packs contain 11 cards; booster displays contain 36 packs

Standard versions of the major character cards **Aragorn**, **Wingfoot** and **Théoden**, **Lord of the Mark** appear in the starter decks; their foil versions randomly appear in boosters.



REG. #	Card name	Rarity	Foil	REG. #	Card name	Rarity	Foil	REG. #	Card name	Rarity	Foil
136	Advance Uruk Patrol	U		148	Down to the Last Child	U		274	Firefoot	R	
262	Aldor, Soldier of Edoras	R		149	Driven Back	R		234	Flanking Attack	U	
58	Alliance Reforged	R		9	Dunlending Arsonist	U		70	Flashing Steel	C	
282	An Honorable Charge	U		10	Dunlending Brigand	C		120	Forbidden Pool	R	
3	Anger	U		11	Dunlending Looter	U		121	Forests of Ithilien	R	
109	Aragorn, Heir of Elendil	C		12	Dunlending Madman	C		275	Forth Eorlingas!	U	
364	Aragorn, Wingfoot	X		13	Dunlending Pillager	U		276	Fortress Never Fallen	U	
59	Arrow and Blade	U		14	Dunlending Ransacker	C		360	Fortress of Orthanc	U	
216	Arrow From the South	U		15	Dunlending Ravager	C		301	Frodo, Courteous Halfling	R	
110	Arrows Thick in the Air	U		16	Dunlending Robber	C		302	Frodo, Tired Traveller	C	
137	Attack on Helm's Deep	C		17	Dunlending Savage	C		303	Frodo's Cloak	R	
41	Axe of Erebor	R		18	Dunlending Warrior	C		47	From the Armory	U	
138	Band of Uruk Bowmen	U		45	Dwarven Foresight	R		89	Gandalf, Greyhame	R	
4	Band of Wild Men	C		323	East Wall of Rohan	U		90	Gandalf, The White Wizard	C	
139	Banished	R		324	Eastemnet Downs	U		91	Gandalf's Staff, Walking Stick	R	
337	Barrows of Edoras	U		325	Eastemnet Gullies	U		235	Gathering to the Summons	C	
88	Behold the White Rider	U		224	Easterling Axeman	C		152	Get Back	U	
42	Best Company	C		225	Easterling Captain	R		304	Get On and Get Away	R	
140	Beyond All Hope	R		226	Easterling Guard	C		48	Gimli, Lockbearer	R	
141	Beyond Dark Mountains	C		227	Easterling Infantry	C		49	Gimli, Unbidden Guest	C	
60	Blades Drawn	U		228	Easterling Lieutenant	C		338	Golden Hall	U	
111	Boromir, My Brother	R		229	Easterling Skirmisher	R		122	Gondorian Ranger	U	
112	Boromir's Gauntlets	C		230	Easterling Trooper	U		305	Good Work	C	
298	Brace of Coneyes	U		231	Eastern Emyr Muil	R		353	Great Hall	U	
263	Brego	U		331	Eastfold	U		153	Gríma, Son of Galmód	C	
142	Broad-bladed Sword	C		232	Elite Archer	U		154	Gríma, Wormtongue	R	
143	Brought Back Alive	U		150	Elite Crossbowmen	R		92	Grown Suddenly Tall	R	
5	Burn Every Village	C		265	Elite Rider	C		277	Guma, Plains Farmer	C	
144	Burning of Westfold	R		62	Elven Bow	U		71	Haldir, Emissary of the Galadhrim	C	
355	Cavern Entrance	U		63	Elven Brooch	U		123	Hard Choice	U	
352	Caves of Aglarond	U		64	Elven Sword	C		155	Haunting Her Steps	U	
264	Ceorl, Weary Horseman	U		266	Éomer, Sister-son of Théoden	C		93	Have Patience	C	
299	Cliffs of Emyr Muil	R		267	Éomer, Third Marshal of Riddermark	R		94	Hearken to Me	R	
145	Cloud of Arrows	C		268	Éomer's Spear	U		278	Heavy Chain	C	
146	Come Down	R		269	Éothain, Scout of the Mark	R		279	Helm! Helm!	R	
43	Come Here Lad	U		270	Éowyn, Lady of Rohan	C		349	Helm's Gate	U	
61	Company of Archers	R		271	Éowyn, Sister-daughter of Théoden	R		124	Help in Doubt and Need	R	
6	Constantly Threatening	R		272	Éowyn's Sword	R		125	Henneth Annûn	R	
44	Courtesy of My Hall	C		343	Ered Nimrais	U		50	Here Is Good Rock	C	
147	Covering Fire	U		65	Erethón, Naith Lieutenant	R		280	Herugrim	U	
113	Curse Them	C		300	Escape	R		19	Hides	R	
114	Damrod, Ranger of Ithilien	U		46	Ever My Heart Rises	R		20	Hill Chief	R	
7	Dark Fury	U		332	Fangorn Forest	U		21	Hillman Band	C	
8	Death to the Strawheads	U		116	Faramir, Captain of Gondor	R		22	Hillman Horde	R	
347	Deep of Helm	U		117	Faramir, Son of Denethor	C		23	Hillman Mob	R	
348	Deeping Wall	U		118	Faramir's Bow	R		24	Hillman Rabble	U	
115	Defend It and Hope	C		119	Faramir's Cloak	R		25	Hillman Tribe	C	
330	Derndingle	U		233	Fearless	U		281	Hlafwine, Village Farmhand	C	
217	Desert Lancers	U		66	Feathered	U		306	Hobbit Sword	C	
218	Desert Legion	R		67	Fereveldir, Son of Thandronen	C		354	Hornburg Armory	U	
219	Desert Lord	R		68	Ferevellon, Son of Thandronen	C		356	Hornburg Causeway	U	
220	Desert Soldier	U		151	Ferocity	C		350	Hornburg Courtyard	U	
221	Desert Spearman	C		273	Fight for the Villagers	C		351	Hornburg Parapet	U	
222	Desert Warrior	C		69	Final Count	R		283	Horse of Rohan	C	
223	Discovered	R						326	Horse-country	U	

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Reg. #	Card name	Rarity	Foil	Reg. #	Card name	Rarity	Foil	Reg. #	Card name	Rarity	Foil
<input type="checkbox"/> 236	Howl of Harad	U	<input type="checkbox"/>	<input type="checkbox"/> 171	Rest While You Can	R	<input type="checkbox"/>	<input type="checkbox"/> 183	Uruk Crossbowman	C	<input type="checkbox"/>
<input type="checkbox"/> 307	Impatient and Angry	R	<input type="checkbox"/>	<input type="checkbox"/> 55	Restless Axe	R	<input type="checkbox"/>	<input type="checkbox"/> 184	Uruk Defender	C	<input type="checkbox"/>
<input type="checkbox"/> 95	Into Dark Tunnels	R	<input type="checkbox"/>	<input type="checkbox"/> 286	Rider of Rohan	C	<input type="checkbox"/>	<input type="checkbox"/> 185	Uruk Fanatic	C	<input type="checkbox"/>
<input type="checkbox"/> 26	Iron Axe	C	<input type="checkbox"/>	<input type="checkbox"/> 287	Rider's Mount	C	<input type="checkbox"/>	<input type="checkbox"/> 186	Uruk Follower	R	<input type="checkbox"/>
<input type="checkbox"/> 126	Ithilien Trap	U	<input type="checkbox"/>	<input type="checkbox"/> 288	Rider's Spear	C	<input type="checkbox"/>	<input type="checkbox"/> 187	Uruk Foot Soldier	C	<input type="checkbox"/>
<input type="checkbox"/> 237	Ithilien Wilderness	R	<input type="checkbox"/>	<input type="checkbox"/> 358	Ring of Isengard	U	<input type="checkbox"/>	<input type="checkbox"/> 188	Uruk Hunter	U	<input type="checkbox"/>
<input type="checkbox"/> 96	Keep Your Forked Tongue	U	<input type="checkbox"/>	<input type="checkbox"/> 172	Rohan Is Mine	R	<input type="checkbox"/>	<input type="checkbox"/> 189	Uruk Plains Runner	C	<input type="checkbox"/>
<input type="checkbox"/> 51	Khazâd Ai-mênu	C	<input type="checkbox"/>	<input type="checkbox"/> 334	Rohirrim Village	U	<input type="checkbox"/>	<input type="checkbox"/> 190	Uruk Pursuer	C	<input type="checkbox"/>
<input type="checkbox"/> 156	Kill Them Now	C	<input type="checkbox"/>	<input type="checkbox"/> 99	Roll of Thunder	U	<input type="checkbox"/>	<input type="checkbox"/> 191	Uruk Rear Guard	C	<input type="checkbox"/>
<input type="checkbox"/> 72	Killing Field	R	<input type="checkbox"/>	<input type="checkbox"/> 133	Ruins of Osgiliath	R	<input type="checkbox"/>	<input type="checkbox"/> 192	Uruk Regular	C	<input type="checkbox"/>
<input type="checkbox"/> 284	King's Mail	R	<input type="checkbox"/>	<input type="checkbox"/> 315	Sam, Frodo's Gardener	R	<input type="checkbox"/>	<input type="checkbox"/> 193	Uruk Runner	C	<input type="checkbox"/>
<input type="checkbox"/> 357	King's Room	U	<input type="checkbox"/>	<input type="checkbox"/> 316	Sam, Samwise the Brave	C	<input type="checkbox"/>	<input type="checkbox"/> 194	Uruk Searcher	U	<input type="checkbox"/>
<input type="checkbox"/> 308	Knocked on the Head	C	<input type="checkbox"/>	<input type="checkbox"/> 317	Sam's Pack	R	<input type="checkbox"/>	<input type="checkbox"/> 195	Uruk Seeker	C	<input type="checkbox"/>
<input type="checkbox"/> 157	Leechcraft	R	<input type="checkbox"/>	<input type="checkbox"/> 173	Saruman, Black Traitor	R	<input type="checkbox"/>	<input type="checkbox"/> 196	Uruk Spear	C	<input type="checkbox"/>
<input type="checkbox"/> 73	Legolas, Dauntless Hunter	R	<input type="checkbox"/>	<input type="checkbox"/> 33	Saruman, Rabble-rouser	R	<input type="checkbox"/>	<input type="checkbox"/> 197	Uruk Stalker	C	<input type="checkbox"/>
<input type="checkbox"/> 74	Legolas, Elven Comrade	C	<input type="checkbox"/>	<input type="checkbox"/> 174	Saruman's Staff, Wizard's Device	R	<input type="checkbox"/>	<input type="checkbox"/> 198	Uruk Stormer	C	<input type="checkbox"/>
<input type="checkbox"/> 75	Lembas	R	<input type="checkbox"/>	<input type="checkbox"/> 56	Search Far and Wide	C	<input type="checkbox"/>	<input type="checkbox"/> 199	Uruk Trooper	R	<input type="checkbox"/>
<input type="checkbox"/> 285	Léod, Westfold Herdsman	U	<input type="checkbox"/>	<input type="checkbox"/> 34	Secret Folk	U	<input type="checkbox"/>	<input type="checkbox"/> 200	Uruk Vanguard	R	<input type="checkbox"/>
<input type="checkbox"/> 158	Lieutenant of Orthanc	R	<input type="checkbox"/>	<input type="checkbox"/> 318	Seven We Had	U	<input type="checkbox"/>	<input type="checkbox"/> 201	Uruk Veteran	U	<input type="checkbox"/>
<input type="checkbox"/> 309	Light Shining Faintly	U	<input type="checkbox"/>	<input type="checkbox"/> 319	Severed His Bonds	C	<input type="checkbox"/>	<input type="checkbox"/> 202	Uruk-hai Band	U	<input type="checkbox"/>
<input type="checkbox"/> 27	Living Off Rock	U	<input type="checkbox"/>	<input type="checkbox"/> 100	Shadowfax	R	<input type="checkbox"/>	<input type="checkbox"/> 203	Uruk-hai Horde	R	<input type="checkbox"/>
<input type="checkbox"/> 97	Long I Fell	C	<input type="checkbox"/>	<input type="checkbox"/> 289	Simbelmynë	R	<input type="checkbox"/>	<input type="checkbox"/> 204	Uruk-hai Marauder	C	<input type="checkbox"/>
<input type="checkbox"/> 76	Lórien Guardian	C	<input type="checkbox"/>	<input type="checkbox"/> 245	Southron Archer	R	<input type="checkbox"/>	<input type="checkbox"/> 205	Uruk-hai Mob	U	<input type="checkbox"/>
<input type="checkbox"/> 77	Lórien Is Most Welcome	U	<input type="checkbox"/>	<input type="checkbox"/> 246	Southron Assassin	R	<input type="checkbox"/>	<input type="checkbox"/> 206	Uruk-hai Patrol	C	<input type="checkbox"/>
<input type="checkbox"/> 78	Lórien Swordsman	C	<input type="checkbox"/>	<input type="checkbox"/> 247	Southron Bow	R	<input type="checkbox"/>	<input type="checkbox"/> 207	Uruk-hai Raiding Party	C	<input type="checkbox"/>
<input type="checkbox"/> 127	Mablung, Soldier of Gondor	U	<input type="checkbox"/>	<input type="checkbox"/> 248	Southron Bowman	C	<input type="checkbox"/>	<input type="checkbox"/> 293	Valleys of the Mark	R	<input type="checkbox"/>
<input type="checkbox"/> 159	Many Riddles	U	<input type="checkbox"/>	<input type="checkbox"/> 249	Southron Commander	U	<input type="checkbox"/>	<input type="checkbox"/> 87	Valor	C	<input type="checkbox"/>
<input type="checkbox"/> 160	Mauhûr, Patrol Leader	R	<input type="checkbox"/>	<input type="checkbox"/> 250	Southron Explorer	U	<input type="checkbox"/>	<input type="checkbox"/> 208	Vengeance	U	<input type="checkbox"/>
<input type="checkbox"/> 238	Men of Harad	R	<input type="checkbox"/>	<input type="checkbox"/> 251	Southron Fighter	R	<input type="checkbox"/>	<input type="checkbox"/> 259	Vision From Afar	R	<input type="checkbox"/>
<input type="checkbox"/> 239	Men of Rhûn	C	<input type="checkbox"/>	<input type="checkbox"/> 252	Southron Scout	C	<input type="checkbox"/>	<input type="checkbox"/> 209	Volley Fire	R	<input type="checkbox"/>
<input type="checkbox"/> 161	Men Will Fall	U	<input type="checkbox"/>	<input type="checkbox"/> 253	Southron Sentry	U	<input type="checkbox"/>	<input type="checkbox"/> 35	Wake of Destruction	C	<input type="checkbox"/>
<input type="checkbox"/> 310	Merry, Learned Guide	C	<input type="checkbox"/>	<input type="checkbox"/> 254	Southron Soldier	C	<input type="checkbox"/>	<input type="checkbox"/> 135	War and Valor	C	<input type="checkbox"/>
<input type="checkbox"/> 311	Merry, Unquenchable Hobbit	R	<input type="checkbox"/>	<input type="checkbox"/> 255	Southron Spear	C	<input type="checkbox"/>	<input type="checkbox"/> 36	War Club	U	<input type="checkbox"/>
<input type="checkbox"/> 312	Mind Your Own Affairs	U	<input type="checkbox"/>	<input type="checkbox"/> 256	Southron Troop	R	<input type="checkbox"/>	<input type="checkbox"/> 37	War Cry of Dunland	C	<input type="checkbox"/>
<input type="checkbox"/> 98	Mithrandir, Mithrandir!	C	<input type="checkbox"/>	<input type="checkbox"/> 257	Southron Veterans	R	<input type="checkbox"/>	<input type="checkbox"/> 322	Warned Up a Bit	C	<input type="checkbox"/>
<input type="checkbox"/> 52	My Axe Is Notched	R	<input type="checkbox"/>	<input type="checkbox"/> 258	Southron Wanderer	C	<input type="checkbox"/>	<input type="checkbox"/> 210	We Are the Fighting Uruk-hai	C	<input type="checkbox"/>
<input type="checkbox"/> 128	New Errand	C	<input type="checkbox"/>	<input type="checkbox"/> 339	Stables	U	<input type="checkbox"/>	<input type="checkbox"/> 294	Weapon Store	R	<input type="checkbox"/>
<input type="checkbox"/> 240	New Fear	R	<input type="checkbox"/>	<input type="checkbox"/> 175	Still They Came	C	<input type="checkbox"/>	<input type="checkbox"/> 211	Weapons of Isengard	R	<input type="checkbox"/>
<input type="checkbox"/> 162	New Power Rising	R	<input type="checkbox"/>	<input type="checkbox"/> 320	Store-room	U	<input type="checkbox"/>	<input type="checkbox"/> 212	Weary	C	<input type="checkbox"/>
<input type="checkbox"/> 79	Night Without End	R	<input type="checkbox"/>	<input type="checkbox"/> 57	Stout and Strong	U	<input type="checkbox"/>	<input type="checkbox"/> 295	Weland, Smith of the Riddermark	U	<input type="checkbox"/>
<input type="checkbox"/> 163	No Dawn for Men	R	<input type="checkbox"/>	<input type="checkbox"/> 340	Streets of Edoras	U	<input type="checkbox"/>	<input type="checkbox"/> 106	Well Met Indeed	R	<input type="checkbox"/>
<input type="checkbox"/> 28	No Defense	U	<input type="checkbox"/>	<input type="checkbox"/> 82	Strength of Arms	U	<input type="checkbox"/>	<input type="checkbox"/> 296	Well Stored	U	<input type="checkbox"/>
<input type="checkbox"/> 29	No Refuge	R	<input type="checkbox"/>	<input type="checkbox"/> 101	Stump and Bramble	U	<input type="checkbox"/>	<input type="checkbox"/> 344	Westmnet Hills	U	<input type="checkbox"/>
<input type="checkbox"/> 30	No Retreat	R	<input type="checkbox"/>	<input type="checkbox"/> 290	Supplies of the Mark	R	<input type="checkbox"/>	<input type="checkbox"/> 342	Westmnet Plains	U	<input type="checkbox"/>
<input type="checkbox"/> 241	On the March	C	<input type="checkbox"/>	<input type="checkbox"/> 83	Supporting Fire	C	<input type="checkbox"/>	<input type="checkbox"/> 329	Western Eryn Muil	U	<input type="checkbox"/>
<input type="checkbox"/> 80	Ordulus, Young Warrior	U	<input type="checkbox"/>	<input type="checkbox"/> 321	Swiftly and Softly	C	<input type="checkbox"/>	<input type="checkbox"/> 213	What Did You Discover?	R	<input type="checkbox"/>
<input type="checkbox"/> 361	Orthanc Balcony	U	<input type="checkbox"/>	<input type="checkbox"/> 134	Sword of Gondor	C	<input type="checkbox"/>	<input type="checkbox"/> 214	Where Has Gríma Stowed It?	R	<input type="checkbox"/>
<input type="checkbox"/> 164	Orthanc Champion	R	<input type="checkbox"/>	<input type="checkbox"/> 291	Sword of Rohan	C	<input type="checkbox"/>	<input type="checkbox"/> 260	Whirling Strike	C	<input type="checkbox"/>
<input type="checkbox"/> 362	Orthanc Library	U	<input type="checkbox"/>	<input type="checkbox"/> 84	Sword-wall	R	<input type="checkbox"/>	<input type="checkbox"/> 345	White Mountains	U	<input type="checkbox"/>
<input type="checkbox"/> 165	Orthanc Warrior	C	<input type="checkbox"/>	<input type="checkbox"/> 102	Task Was Not Done	C	<input type="checkbox"/>	<input type="checkbox"/> 346	White Rocks	U	<input type="checkbox"/>
<input type="checkbox"/> 31	Over the Isen	U	<input type="checkbox"/>	<input type="checkbox"/> 85	Thandronen, Veteran Protector	C	<input type="checkbox"/>	<input type="checkbox"/> 38	Wild Man of Dunland	U	<input type="checkbox"/>
<input type="checkbox"/> 363	Palantir Chamber	U	<input type="checkbox"/>	<input type="checkbox"/> 1	The One Ring, Answer to All Riddles	R	<input type="checkbox"/>	<input type="checkbox"/> 39	Wild Man Raid	R	<input type="checkbox"/>
<input type="checkbox"/> 129	Pathfinder	C	<input type="checkbox"/>	<input type="checkbox"/> 2	The One Ring, The Ruling Ring	C	<input type="checkbox"/>	<input type="checkbox"/> 107	Windows in a Stone Wall	R	<input type="checkbox"/>
<input type="checkbox"/> 81	Pengedhel, Naith Warrior	U	<input type="checkbox"/>	<input type="checkbox"/> 166	The Palantir of Orthanc, Seventh Seeing-stone	R	<input type="checkbox"/>	<input type="checkbox"/> 359	Wizard's Vale	U	<input type="checkbox"/>
<input type="checkbox"/> 167	Pillage of Rohan	R	<input type="checkbox"/>	<input type="checkbox"/> 328	The Riddermark	U	<input type="checkbox"/>	<input type="checkbox"/> 108	Wizardry Indeed	U	<input type="checkbox"/>
<input type="checkbox"/> 313	Pippin, Just a Nuisance	R	<input type="checkbox"/>	<input type="checkbox"/> 365	Théoden, Lord of the Mark	X	<input type="checkbox"/>	<input type="checkbox"/> 336	Wold of Rohan	U	<input type="checkbox"/>
<input type="checkbox"/> 314	Pippin, Woolly-footed Rascal	C	<input type="checkbox"/>	<input type="checkbox"/> 292	Théoden, Son of Thengel	C	<input type="checkbox"/>	<input type="checkbox"/> 297	Work for the Sword	C	<input type="checkbox"/>
<input type="checkbox"/> 327	Plains of Rohan	U	<input type="checkbox"/>	<input type="checkbox"/> 86	Thónnas, Naith Captain	U	<input type="checkbox"/>	<input type="checkbox"/> 215	Wounded	R	<input type="checkbox"/>
<input type="checkbox"/> 333	Plains of Rohan Camp	U	<input type="checkbox"/>	<input type="checkbox"/> 341	Throne Room	U	<input type="checkbox"/>	<input type="checkbox"/> 261	Wrath of Harad	R	<input type="checkbox"/>
<input type="checkbox"/> 53	Quick As May Be	U	<input type="checkbox"/>	<input type="checkbox"/> 103	Treebeard, Earthborn	R	<input type="checkbox"/>	<input type="checkbox"/> 40	Wulf, Dunlending Chieftain	R	<input type="checkbox"/>
<input type="checkbox"/> 168	Race Across the Mark	R	<input type="checkbox"/>	<input type="checkbox"/> 104	Treebeard, Oldest Living Thing	C	<input type="checkbox"/>				
<input type="checkbox"/> 242	Raiders From the East	U	<input type="checkbox"/>	<input type="checkbox"/> 176	Uglúk, Servant of Saruman	R	<input type="checkbox"/>				
<input type="checkbox"/> 169	Ranged Commander	R	<input type="checkbox"/>	<input type="checkbox"/> 177	Uglúk's Sword	R	<input type="checkbox"/>				
<input type="checkbox"/> 130	Ranger of Ithilien	C	<input type="checkbox"/>	<input type="checkbox"/> 105	Under the Living Earth	C	<input type="checkbox"/>				
<input type="checkbox"/> 131	Ranger's Bow	C	<input type="checkbox"/>	<input type="checkbox"/> 178	Unferth, Gríma's Bodyguard	C	<input type="checkbox"/>				
<input type="checkbox"/> 132	Ranger's Sword, Blade of Aragorn	U	<input type="checkbox"/>	<input type="checkbox"/> 179	Uruk Assault Band	R	<input type="checkbox"/>				
<input type="checkbox"/> 170	Ranks Without Number	U	<input type="checkbox"/>	<input type="checkbox"/> 180	Uruk Besieger	C	<input type="checkbox"/>				
<input type="checkbox"/> 243	Rapid Fire	R	<input type="checkbox"/>	<input type="checkbox"/> 335	Uruk Camp	U	<input type="checkbox"/>				
<input type="checkbox"/> 32	Ravage the Defeated	R	<input type="checkbox"/>	<input type="checkbox"/> 181	Uruk Chaser	C	<input type="checkbox"/>				
<input type="checkbox"/> 244	Regiment of Haradrim	R	<input type="checkbox"/>	<input type="checkbox"/> 182	Uruk Crossbow Troop	U	<input type="checkbox"/>				
<input type="checkbox"/> 54	Rest by Blind Night	R	<input type="checkbox"/>								

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Buried Treasures:

MIDDLE-EARTH: THE WIZARDS

by Richard Weld

While the games based on Peter Jackson's take on J.R.R. Tolkien's *The Lord of the Rings* trilogy have been flying off of store shelves, Middle-earth has been a part of card gaming since almost the very beginning. In fact, Decipher's *The Lord of the Rings* game is the second CCG featuring our favorite hobbits.

In 1995, Iron Crown Enterprises released *Middle-earth: The Wizards*. To earn the loyalty of fantasy fans, I.C.E. tried to stick as closely as they could to the books, including the extended works of Professor Tolkien. Each player represents one of the five mighty wizards of Middle-earth (**Gandalf**, **Saruman**, **Radagast**, **Alatar**, or **Pallando**), and your character cards form a company embarked on a quest to save Middle-earth. You use site cards to show where your party is going, and, using the terrain cards (such as wilderness, shadow-land, and so on) on the site cards, your opponents can play hazards against you, representing everything from bad weather to dragon attacks. If you defeat the hazards, you can loot the location for treasure and gear. Basically, it's a game of building a bigger army than your opponent, even though you're never going to fight him.

There are two ways to win. The first is to acquire the most Marshaling Points, representing the building of factions and forces that occurs in the trilogy of books. When the Free Council is called at the end of the game, the player with the most MPs wins, and his or her wizard gets to lead the fight against Sauron (or wimp out, in the case of Saruman). This is the surest way to win the game.

The Free Council occurs at one of three points. If you have 20 MPs, you may call for a Council at the end of your turn, but your opponent gets one last turn to outscore you. When you've drawn all the way through your deck, you may call the Council at the end of your turn, but again, your opponent gets one last turn to outscore you. Finally, when all players have drawn all the way through their decks, the Council is called automatically. In

effect, there are two ways for you to force the Council, but both give your opponent a chance to pass you at the last instant.

The second victory condition is a lot more difficult, but provides an instant win. If your characters manage to get their hands on **The One Ring**, transport the card to the **Mount Doom** site, and then play a

certain combination of cards, you have destroyed **The One Ring** and you win the game. The problems with this scenario are manifold. First, **The One Ring** is the hardest card to get in the game. Collectors have been seen opening cases (not boxes — cases) to hunt for a copy of this card. Second, playing the card can only be done after a multi-card combo and a successful roll of the dice. Third, **The**

One Ring corrupts your characters, so they're likely to drop like flies, assuming the trip to **Mount Doom** doesn't kill them. Even those players who can get a copy of **The One Ring** don't often try this route.

While **The One Ring** was hard to get, it wasn't the only shy card. As *Middle-earth* covered all of Tolkien's books, a Tolkien fan could build a party of the Fellowship or of *The Hobbit's* Thorin and his

Dwarf friends, but only if you could find them. They weren't all rare, but in a 400+ card set, even the uncommons are still awfully hard to come by. There was certainly a lot of fan discontent about the difficulties of building a deck with the main characters, much as Decipher's original *Star Wars* game had the "droid syndrome." Thankfully, Decipher seems to have learned from earlier mistakes.

Even so, players were generally able to get their hands on some interesting characters, load them up with gear, and send them traipsing around Middle-earth. Even for players with little or no

knowledge of Middle-earth, the game presented a cohesive setting. It also included a small map of Middle-earth to help you figure out where exactly your party was traveling. I.C.E. produced lots of strategy books and other material (like dice and larger maps) to supplement the game.

The Wizards core set had 484 cards, quickly sold through, and was followed by an unlimited edition. Then came *The Dragons* expansion (180 cards), *Dark Minions* (180 cards), *The Lidless Eye* (417 cards), *Against the Shadow* (170 cards), *The White Hand* (122 cards), and *The Balrog* (104 cards).

The proliferation of cards caused a lot of problems. In no time at all, I.C.E. had used up all of their source material in the trilogy (and *The Hobbit*). When the designers couldn't add new story, they added new rules. Tacking new mechanics on to what had been a very elegant system turned into a disaster. Every expansion came with a new set of rules to learn, some of which made little or no sense compared to the original set. By the end, the game had become hopelessly confused.

All grouching aside, *Middle-earth* had some

neat mechanics. It still commands around \$20-\$30 per box, a bit high for a game long gone, but if you're a fan who missed it the first time, give it a try. With the quality of the art, it could be a good investment just to collect a set and stare at it. For the sake of playing the

game, though, start with the base set. If you can find them, pick up some of the tuned Challenge Decks. They supply a lot of the base cards without having to buy a lot of product. Then move slowly into the expansions. Feel free to pick and choose which of the added mechanics you and your friends want to play with. And who knows — just like Bilbo, you might stumble across **The One Ring**.





Middle-earth



Iron Crown Enterprises

• First set, **The Wizards Limited**, released **December 1995**

484 cards in set • IDENTIFIER: Black borders, no rune at lower right

• Starter decks contain 15 cards; starter displays contain 36 starters

• Booster packs contain 76 cards; booster displays contain 10 boosters

Designed by **Coleman Charlton** and **Mike Reynolds**

• **The Wizards Unlimited**, released **April 1996**

484 cards in set • IDENTIFIER: Blue borders, no rune at lower right

• Starter decks contain 15 cards; starter displays contain 36 starters

• Booster packs contain 76 cards; booster displays contain 10 boosters

Errata and minor changes to wording were the only gameplay differences between **Unlimited** and **Limited** set. A **Second Edition** of **Unlimited** was announced, but we are unaware of any differences in the sets or in price — if it was ever released.

You will need

54
nine-pocket
pages to store
this set.
(27 doubled up)

LIMITED

Set (484 cards) **312.50**

Starter Display Box **40.00**

Booster Display Box **50.00**

Starter Deck **12.00**

Booster Pack **2.80**

UNLIMITED

Set (484 cards) **137.50**

Starter Display Box **22.50**

Booster Display Box **24.50**

Starter Deck **6.00**

Booster Pack **2.00**

REGPRICE Card name Rarity LTDPRICE

1	0.25	A Chance Meeting	C	0.15	0.25	A Friend or Three	C2	0.15	0.20	Abductor	C	0.15	1.50	Adrazar	X	0.70	5.00	Adûnaphel	R	2.50	3.80	Agburanar	R	1.80	5.50	Akhôrahil	R	2.00	1.00	Alatar	X	0.80	0.90	Align Palantir	U	0.80	2	0.20	Ambusher	C	0.15	0.20	Amon Hen	C	0.15	0.70	Anborn	U	0.80	0.20	Andrast	C	0.15	0.20	Andrast Coast	C	0.15	0.25	Anduin River	C2	0.15	0.20	Anduin Vales	C2	0.15	4.00	Andúril, the Flame of the West	R	3.00
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ReqPRICE	Card name	Rarity	LTDPRICE	ReqPRICE	Card name	Rarity	LTDPRICE	ReqPRICE	Card name	Rarity	LTDPRICE
3	0.20 Anfalas	C2	0.15	0.15 Bree	X	0.70	0.45 Dwar of Waw	R	2.00		
	0.20 Angmar	C	0.15	0.90 Bridge	U	0.80	0.30 Dwarven Ring of Barin's Tribe	R	1.00		
	0.80 Annalena	X	0.50	0.20 Brigands	C2	0.15					
	0.20 Anórién	C2	0.15	0.20 Brown Lands	C	0.15	0.30 Dwarven Ring of Bavor's Tribe	R	1.00		
	1.50 Aragorn II	X	1.00	0.20 Call of Home	C2	0.15					
	0.90 Arimmir	U	0.60	0.90 Call of the Sea	U	0.60	0.30 Dwarven Ring of Drúin's Tribe	R	1.50		
	3.30 Army of the Dead	R	1.00	0.20 Cameth Brin	C	0.15					
	0.20 Arouse Denizens	C2	0.15	0.20 Cardolan	C2	0.15	14	3.50 Dwarven Ring of Durin's Tribe	R	1.00	
	0.20 Arouse Minions	C2	0.15	3.00 Carn Dûm	R	1.80		0.30 Dwarven Ring of Dwalin's Tribe	R	1.50	
	0.20 Arthedain	C2	0.15	0.20 Cave-drake	C2	0.15		0.90 Dwarven Ring of Thélor's Tribe	U	0.60	
4	0.38 Arwen	R	1.50	1.00 Caves of Ulund	U	0.80		0.90 Dwarven Ring of Thrár's Tribe	U	0.60	
	0.25 Ash Mountains	C	0.15	2.00 Celeborn	X	0.70		4.00 Eagle-mounts	R	1.00	
	8.00 Assassin	R	5.00	0.20 Choking Shadows	C	0.15		0.20 Eagles' Eyrie	C	0.15	
	0.90 Athelas	U	0.60	4.50 Círdan	R	2.50		0.90 Earth of Galadriel's Orchard	U	0.60	
	0.20 Awaken Denizens	C2	0.15	3.00 Cirith Ungol	R	1.80		3.30 Easterling Camp	R	1.50	
	0.20 Awaken Minions	C2	0.15	3.10 Clear Skies	R	1.50		2.30 Easterlings	R	1.40	
	0.90 Awaken the Earth's Fire	U	0.80	3.50 Clouds	R	2.00					
	1.00 Bag End	X	0.50	10	0.25 Concealment	C	0.15	15	0.20 Edhellond	C	0.15
	1.00 Balin	U	0.60	0.20 Corpse-candle	C	0.15		2.00 Edoras	X	0.70	
5				0.90 Corsairs of Umbar	U	0.60		5.00 Elf-song	R	2.00	
	5.00 Balrog of Moria	R	2.50	0.90 Cracks of Doom	U	0.80		0.25 Elf-stone	C2	0.15	
	1.00 Bandit Lair	X	0.50	0.20 Crebain	C	0.15		1.50 Elladan	X	0.70	
	4.50 Bane of the Ithil-stone	R	2.00	3.80 Daelomin	R	1.50		1.80 Elrohr	X	0.70	
	4.00 Barad-dûr	R	1.80	0.20 Dagger of Westernesse	C2	0.15		10.00 Elrond	R	2.50	
	1.00 Bard Bowman	X	0.50	0.20 Dagorlad	C	0.15		0.20 Elven Cloak	C2	0.15	
	1.00 Barlaimn Butterbur	U	0.60	4.80 Dáin II	R	2.00		0.20 Elven Shores	C	0.15	
	1.80 Barrow-downs	X	0.70								
	0.90 Barrow-wight	U	0.80	0.90 Damrod	U	0.60		3.00 Elves of London	R	1.50	
	0.20 Bay of Belfalas	C	0.15	1.00 Dancing Spire	U	0.80		0.20 Enedhwaith	C	0.15	
6				0.20 Dark Quarrels	C2	0.15		0.90 Ent-draughts	U	0.60	
	0.20 Beautiful Gold Ring	C2	0.15	1.00 Dead Marshes	U	0.80		1.00 Ents of Fangorn	X	0.50	
	0.20 Belfalas	C	0.15	3.30 Denethor II	R	1.50		1.00 Eomer	U	0.80	
	1.50 Beorn	X	0.80	0.20 Despair of the Heart	C	0.15		1.00 Eowyn	U	0.60	
	1.80 Beorn's House	X	0.80					0.20 Eriadoran Coast	C	0.15	
	1.00 Beornings	X	0.70	1.00 Dimrill Dale	U	0.80		1.50 Erkenbrand	X	0.50	
	1.80 Beregond	X	0.70	0.20 Dodge	C	0.15		0.20 Escape	C	0.15	
	0.90 Beretar	U	0.80	0.20 Dol Amroth	C	0.15					
	0.90 Bergil	U	0.60	4.50 Dol Guldur	R	1.80		0.20 Ettenmoors	C	0.15	
	0.90 "Bert" (Bûrat)	U	0.60	0.80 Doors of Night	X5	0.40		5.00 Eye of Sauron	R	2.00	
7				1.00 Dori	U	0.60		0.20 Fair Gold Ring	C2	0.15	
	0.25 Bifur	C	0.15	0.20 Dorwinion	C	0.15		2.80 Fair Sailing	R	1.50	
	10.00 Bilbo	R	4.00	0.70 Dragon's Desolation	U	0.80		0.20 Fair Travels in Border-lands	C	0.15	
	0.90 Bill the Pony	U	0.80					3.30 Fair Travels in Dark-domains	R	1.50	
	0.20 Block	C	0.15	0.20 Dreams of Lore	C2	0.15		3.90 Fair Travels in Free-domains	R	1.50	
	0.30 Blue Mountain Dwarf-hold	C	0.15	0.70 Drowning Seas	U	0.60		0.20 Fair Travels in Shadow-lands	C	0.15	
	0.90 Blue Mountain Dwarves	U	0.60	0.20 Drúadan Forest	C	0.15		0.20 Fair Travels in Wilderness	C	0.15	
	0.25 Bofur	C	0.15	4.00 Dunharrow	R	1.80					
	1.00 Bombur	U	0.60	13	0.20 Dunland	C	0.15				
	0.90 Book of Mazarbul	U	0.60	1.00 Dunlendings	X	0.70					
8				1.80 Dunnish Clan-hold	X	0.70					
	1.00 Boromir II	X	0.25	0.90 Durin's Axe	U	0.80					
				0.25 Dwalin	C	0.15					

RARITY KEY C2 = Most Common C = Common U = Uncommon R = Rare X = Fixed/standard in decks

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The lists in the book are also divided into nines for easier storage — and also have prices and set reviews! Check it out!

REGPRICE	Card name	Rarity	LTDPRICE	REGPRICE	Card name	Rarity	LTDPRICE	REGPRICE	Card name	Rarity	LTDPRICE	REGPRICE	Card name	Rarity	LTDPRICE	
18	0.20 Fangorn	C	0.15	0.20 Huorn	C	0.15	0.90 Moon	U	0.80	0.90 Quiet Lands	U	0.80	0.90 Quiet Lands	U	0.80	
0.80 Faramir	X	0.40	0.20 Imlad Morgul	C	0.15	3.50 Morannon	R	1.50	1.00 Radagast	X	0.80	1.00 Radagast	X	0.80		
0.20 Far-sight	C	0.10	0.90 Imrahil	U	0.60	5.20 Morgul Night	R	3.00	1.00 Rangers of Ithilien	X	0.70	1.00 Rangers of Ithilien	X	0.70		
3.60 Favor of the Valar	R	2.00	4.80 Indûr Dawndearth	R	2.00	5.00 Morgul-horse	R	2.50	1.00 Rangers of the North	X	0.80	1.00 Rangers of the North	X	0.80		
6.50 Fell Beast	R	2.50	1.00 Ilerock	U	0.80	4.60 Morgul-knife	R	1.50	0.90 Red Arrow	U	0.60	0.90 Red Arrow	U	0.60		
3.00 Fell Turtle	R	1.50	1.30 Iron Hill			1.00 Moria	X	0.50	0.90 Red Book of Westmarch	U	0.60	0.90 Red Book of Westmarch	U	0.60		
0.20 Fell Winter	C	0.15	Dwarf-hold	X	0.70	1.00 Mount Doom	U	0.80	0.20 Redhorn Gate	C2	0.15	0.20 Redhorn Gate	C2	0.15		
0.20 Fellowship	C2	0.15	1.00 Iron Hill Dwarves	X	0.70	1.00 Mount Gram	X	0.50	0.20 Reforging	C	0.15	5.00 Ren the Unclean	R	2.50		
1.00 Fili	U	0.60	0.20 Iron Hills	C	0.15	1.00 Mount Gundabad	U	0.80	5.00 Ren the Unclean	R	2.50	0.20 Rescue Prisoners	C2	0.15		
19	0.90 Fog	U	0.80	1.00 Isengard	X	0.50	0.25 Mountains of Shadow	C	0.15	0.20 Rescue Prisoners	C2	0.15	3.00 Return of the King	R	1.50	
0.20 Ford	C	0.15	4.00 Isles of the Dead that Live	R	2.30	6.00 Mouth of Sauron	R	3.00	3.00 Return of the King	R	1.50	1.00 Rhosgobel	X	0.50		
0.20 Forlong	C	0.15	0.20 Ithilien	C	0.15	0.20 Mouths of the Anduin	C	0.15	1.00 Rhosgobel	X	0.50	0.20 Rhudaur	C2	0.15		
0.20 Forochel	C	0.15	6.50 Khamûl the Easterling	R	3.50	3.00 Mûmak (Oliphant)	R	1.00	0.20 Rhudaur	C2	0.15	1.00 Riders of Rohan	X	0.70		
0.20 Foul Fumes	C	0.15	0.25 Khand	C	0.15	0.20 Muster	C	0.15	1.00 Riders of Rohan	X	0.70	1.00 Ringlore	U	0.60		
10.00 Frodo	R	4.50	1.00 Kili	X	0.25	0.20 Muster Disperses	C	0.15	0.20 Risky Blow	C	0.15	0.20 Rivendell	C	0.15		
6.00 Galadriel	R	2.00	0.25 Kindling of the Spirit	C	0.15	1.00 Narsil	U	0.80	0.20 Rivendell	C	0.15	0.20 River	C2	0.15		
2.80 Galva	R	1.00	1.00 Knights of Dol Amroth	U	0.80	4.00 Narya	R	3.00	2.30 Roac the Raven	R	1.00	1.00 Robin Smallburrow	X	0.25		
0.90 Gamling the Old	U	0.60	0.20 Lake-town	C	0.15	4.00 Nyenya	R	3.00	1.00 Robin Smallburrow	X	0.25	3.00 Rogrog	R	1.50		
20	1.00 Gandalf	X	0.80	0.20 Lamedon	C	0.15	0.25 New Friendship	C	0.15	0.20 Rogrog	R	1.50	0.20 Rohan	C2	0.15	
0.20 Gap of Isen	C2	0.15	0.90 Lapse of Will	U	0.80	0.90 New Moon	U	0.80	0.20 Rohan	C2	0.15	1.00 Ruined Signal Tower	X	0.50		
0.80 Gates of Morning	X5	0.40	0.20 Leaflock	U	0.60	0.20 Night	C	0.15	1.00 Ruined Signal Tower	X	0.50	4.00 Sacrifice of Form	R	2.50		
0.90 Ghân-buri-Ghân	U	0.60	0.20 Lebennin	C2	0.15	0.20 Nori	C	0.15	1.00 Sam Gamgee	U	0.80	0.90 Sapling of the White Tree	U	0.60		
0.20 Ghosts	C	0.15	0.90 Legolas	U	0.60	0.20 Northern Rhovanion	C2	0.15	0.20 Sam Goriwing	C	0.15	0.20 Saruman	X	0.80		
0.20 Ghouls	C	0.15	3.00 Leucaruth	R	1.00	0.20 Numeriadior	C	0.15	1.00 Saruman	X	0.80	0.90 Scroll of Isildur	U	0.60		
0.20 Giant	C2	0.15	0.20 Lindon	C2	0.15	0.20 Nurn	C	0.15	0.90 Scroll of Isildur	U	0.60	3.50 Secret Entrance	R	1.80		
0.20 Giant Spiders	C2	0.15	0.20 Long Winter	C	0.15	1.00 Oin	U	0.60	0.20 Secret Passage	C	0.15	0.20 Secret Passage	C	0.15		
1.80 Gildor Inglorion	X	0.50	0.25 Lordly Presence	C2	0.15	0.20 Old Forest	C	0.15	3.00 Shadowfax	R	1.50	4.50 Shelob	R	1.50		
21	1.50 Gimli	X	0.70	0.20 Lórien	C	0.15	0.25 Old Friendship	C	0.15	4.00 Shelob's Lair	R	2.50	0.20 Shield of Iron-bound Ash	C2	0.15	
0.20 Gladden Fields	C	0.15	0.20 Lossadan Cairn	C	0.15	0.90 Old Man Willow	U	0.60	0.20 Shield of Iron-bound Ash	C2	0.15	0.20 Shrel-Kain	C	0.15		
0.90 Glamdring	U	0.80	0.20 Lossoth	U	0.60	0.20 Old Pûkel Gap	C	0.15	4.00 Siege	R	2.50	3.50 Silent Watcher	R	1.50		
1.00 Glittering Caves	U	0.80	3.00 Lost at Sea	R	1.00	0.20 Old Pûkel-land	C	0.15	3.50 Silent Watcher	R	1.50	3.00 Skinbark	R	1.50		
1.00 Glóin	U	0.60	0.20 Lost in Border-lands	C	0.15	0.25 Old Road	C2	0.15	3.00 Skinbark	R	1.50	0.20 Slayer	C	0.15		
0.20 Gloom	C	0.15	0.20 Lost in Dark-domains	R	1.50	0.90 Olog-hai (Trolls)	U	0.60	0.20 Slayer	C	0.15	7.00 Smaug	R	3.00		
1.50 Glorfindel II	X	0.70	0.20 Lost in Free-domains	C	0.15	0.20 Orc-guard	C	0.15	7.00 Smaug	R	3.00	3.70 Snowstorm	R	1.50		
1.00 Goblin-gate	X	0.50	0.20 Lost in Shadow-lands	C	0.15	0.90 Orc-lieutenant	U	0.60	3.70 Snowstorm	R	1.50	0.20 Southern Mirkwood	C2	0.15		
0.90 Goldberry	U	0.80	0.20 Lost in the Wilderness	C	0.15	0.20 Orc-patrol	C2	0.15	0.20 Southern Mirkwood	C2	0.15	0.25 Southern Rhovanion	C	0.15		
22	1.30 Gollum	U	0.70	3.00 Lucky Search	R	1.50	0.20 Orc-raiders	C2	0.15	3.00 Southron Oasis	R	1.50	3.00 Southrons	R	1.00	
4.30 Gollum's Fate	R	2.00	0.20 Lucky Strike	C	0.15	1.00 Orcrist	U	0.60	3.00 Southrons	R	1.00	1.00 Star-glass	U	0.80		
0.20 Gorgoroth	C	0.15	0.90 Lure of Creation	U	0.60	0.20 Orc-warband	C	0.15	0.90 Stars	U	0.60	0.90 Stealth	C	0.15		
3.30 Great Ship	R	1.50	0.20 Lure of Expidence	C	0.15	0.20 Orc-warriors	C2	0.15	0.25 Stealth	C	0.15	0.90 Sting	U	0.60		
0.20 Great-road	C	0.15	3.50 Lure of Nature	C2	0.15	0.20 Orc-watch	C	0.15	2.00 Stone of Erech	R	1.00	2.00 Stone of Erech	R	1.00		
0.90 Great-shield of Rohan	U	0.80	0.20 Lure of Power	R	2.00	0.20 Ori	C	0.15	3.80 Stone-circle	R	1.30	2.80 Storms of Ossë	R	1.00		
0.20 Greed	C	0.15	0.20 Lure of the Senses	C	0.15	0.25 Orophin	C	0.15	0.90 Sun	U	0.80	0.90 Sun	U	0.80		
0.20 Grey Havens	C	0.15	0.90 Magic Ring of Courage	U	0.80	1.00 Ost-in-Edhil	U	0.80	0.20 Sword of Gondolin	C2	0.15	0.20 Sword of Gondolin	C2	0.15		
0.20 Grey Mountain Narrows	C	0.15	0.90 Magic Ring of Lore	U	0.60	2.50 Palantir of Amon Sûl	R	1.00	0.25 Tempering Friendship	C2	0.15	0.25 Tempering Friendship	C2	0.15		
23	0.20 Gundabad	C	0.15	3.00 Magic Ring of Nature	U	0.60	3.00 Palantir of Annúminas	R	1.00	0.25 Test of Form	C2	0.15	0.25 Test of Form	C2	0.15	
3.30 Gwaihir	R	1.00	0.20 Magic Ring of Stealth	U	0.60	0.90 Palantir of Elostirion	U	0.60	0.20 Test of Lore	C2	0.15	4.70 The Arkenstone	R	1.50		
1.00 Halbarad	U	0.60	0.90 Magic Ring of Words	U	0.60	0.90 Palantir of Orthanc	U	0.80	4.70 The Arkenstone	R	1.50	3.00 The Balance of Things	R	1.00		
3.00 Haldalam	R	1.00	0.90 Men of Anfalas	U	0.60	3.30 Palantir of Osgiliath	R	1.80	3.00 The Balance of Things	R	1.00					
0.90 Haldir	U	0.60	1.00 Men of Anórien	X	0.70	1.00 Pallando	X	0.80								
0.25 Halfling Stealth	C2	0.15	0.90 Men of Dorwinion	U	0.60	3.60 Paths of the Dead	R	2.00								
0.25 Halfling Strength	C2	0.15	0.90 Men of Lamedon	U	0.60	1.50 Peath	X	0.70								
0.20 Half-trolls of Far Harad	C	0.15	0.90 Magic Ring of			0.20 Pelargir	C	0.15								
0.30 Háma	C	0.15	Courage	U	0.80	0.25 Persuasive Words	C	0.15								
24	0.20 Harondor	C	0.15	0.90 Magic Ring of Lore	U	0.60	0.90 Pick-pocket	U	0.80							
0.20 Hauberk of Bright Mail	C	0.15	31	0.90 Magic Ring of Nature	U	0.60	1.00 Pippin	U	0.60							
0.20 Healing Herbs	C2	0.15	0.90 Magic Ring of Stealth	U	0.60	0.90 Plague of Wights	U	0.60								
0.20 Heart of Mirkwood	C	0.15	0.90 Magic Ring of Words	U	0.60	0.20 Potion of Prowess	C	0.15								
1.80 Henneth Annûn	X	0.70	0.90 Men of Anfalas	U	0.60	0.90 Praise to Elbereth	U	0.80								
4.00 Hiding	R	1.50	1.00 Men of Anórien	X	0.70	0.20 Precious Gold Ring	C2	0.15								
0.20 High Pass	C2	0.15	0.90 Men of Dorwinion	U	0.60	3.00 Pûkel-men	R	1.00								
0.90 Hillmen	U	0.60	0.90 Men of Lamedon	U	0.60	0.90 Quickbeam	U	0.80								
1.00 Himring	U	0.80	0.90 Men of Lebennin	U	0.60											
25	5.50 Hoarmûrath of Dir	R	2.00	0.90 Men of Northern Rhovanion	U	0.80										
4.50 Hobbits	R	2.00	32	1.00 Merry	U	0.60										
0.20 Hollin	C2	0.15	3.50 Minas Morgul	R	1.50											
0.25 Horn of Anor	C	0.15	1.00 Minas Tirith	X	0.50											
0.20 Horse Plains	C	0.15	0.90 Minions Stir	U	0.80											
0.20 Horses	C	0.15	0.90 Mirror of Galadriel	U	0.60											
			0.20 Miruvor	C	0.15											
			0.25 Misty Mountains	C2	0.15											

Middle-earth

Card name

Price

Card name

Price

Angmar Arises

1.20

Ireful Flames

2.00

Bill Ferny

1.30

More Alert Than Most

1.90

Black Arrow

3.00

Never Seen Him

1.80

Deadly Dart

2.00

Storm Crow

1.80

Fatty Bolger

3.00

The Arkenstone

2.50

Fury of the Iron Crown

3.00

The Iron Crown

2.60

Middle-earth • Promo cards

Card name	Price	Card name	Price
Angmar Arises	1.20	Ireful Flames	2.00
Bill Ferry	1.30	More Alert Than Most	1.90
Black Arrow	3.00	Never Seen Him	1.80
Deadly Dart	2.00	Storm Crow	1.80
Fatty Bolger	3.00	The Arkenstone	2.50
Fury of the Iron Crown	3.00	The Iron Crown	2.60

RARITY KEY C2 = Most Common C = Common U = Uncommon R = Rare X = Fixed/standard in all decks

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RegPRICE	Card name	Rarity	LTDPRICE	RegPRICE	Card name	Rarity	LTDPRICE	RegPRICE	Card name	Rarity	LTDPRICE	RegPRICE	Card name	Rarity	LTDPRICE
0.90	The Burden of Time	U	0.60	1.50	Théoden	X	0.70	0.20	Vanishment	C	0.15	0.90	Wizard's Flame	U	0.60
0.90	The Cock Crows	U	0.60	3.50	Thief	R	1.80	3.00	Variag Camp	R	1.30	0.90	Wizard's Laughter	U	0.80
0.90	The Evenstar	U	0.80	4.30	Thorin II	R	1.50	2.80	Variags of Khand	R	1.00	4.10	Wizard's Ring	R	2.00
0.90	The Great Eagles	U	0.60	0.20	Thorough Search	C	0.15	4.50	Vilya	R	2.50	0.90	Wizard's		
3.00	The Great Goblin	R	1.50	1.50	Thranduil	X	0.50	0.20	Vöteli	C	0.15		River-horses	U	0.80
1.00	The Lonely Mountain	X	0.50	1.50	Thranduil's Halls	X	0.70	2.80	Vygavril	R	1.50	0.20	Wizard's Test	C	0.15
2.60	The Mithril-coat	R	1.00	3.50	Tofalas	R	1.50	0.90	Wacho	U	0.60	3.00	Wizard's Voice	R	1.00
6.00	The Nazgûl are Abroad	R	3.00	0.90	"Tom" (Tûma)	U	0.60	0.90	Wake of War	U	0.80	0.20	Wold & Foothills	C2	0.15
0.90	The Old Thrush	U	0.80	3.00	Tom Bombadil	R	1.50	0.20	Wargs	C2	0.15	0.20	Wolves	C2	0.15
23.50	The One Ring	R	15.00	0.25	Tookish Blood	C	0.15	0.90	Watcher in the Water	U	0.60	1.00	Wood-elves	X	0.50
3.00	The Pale Sword	R	1.50	1.00	Torque of Hues	U	0.80	0.20	Weariness of the Heart	C2	0.15	0.20	Woodland Realm	C2	0.15
4.00	The Precious	R	1.50	4.10	Tower Guard of Minas Tirith	X	0.70	0.80	Weatherstop	X4	0.40	0.90	Woodmen	U	0.60
0.90	The Ring's Betrayal	U	0.80	1.00	Traitor	R	1.50	1.80	Wellinghall	X	0.70	0.20	Woodmen-town	C	0.15
0.20	The Shire	C	0.15	3.30	Treebeard	U	0.80	0.20	Western Mirkwood	C	0.15	2.80	Words of Power and Terror	R	1.00
3.00	The Stones	R	1.30	0.20	True Fána	R	1.50	0.25	White Mountains	C	0.15	0.20	Wose Passage-hold	C	0.15
1.00	The White Towers	U	0.80	0.20	Twilight	C2	0.15	0.90	"William" (Wûluag)	U	0.80	2.70	Woses of Old Pûkel-land	R	1.00
2.30	The White Tree	R	1.00	0.90	Udûn	C	0.15	6.20	Witch-king of Angmar	R	2.50	0.90	Woses of the Drúadan Forest	U	0.60
6.00	The Will of Sauron	R	3.00	5.90	Use Palantir	U	0.60	0.20	Withered Heath	C	0.15				
3.00	The Will of the Ring	R	1.00	3.00	Uvatha the Horseman	R	2.00	3.10	Wizard's Fire	R	1.50				
0.80	The Wind Throne	X5	0.40		Vale of Erech	R	1.50								

Middle-earth • The Dragons

Iron Crown Enterprises • Released June 1996

180 cards in set

• **IDENTIFIER:** Faint rune at lower right, looks like a bent 'F'

• Booster packs contain 15 cards; booster displays contain 36 boosters

Look at the lower right corner of the card and find the second octagon from the bottom to locate the set's identifying rune.



You will need

20

nine-pocket
pages to store
this set.
(10 doubled up)



Set (180 cards) 102.50
Booster Display Box 37.00
Booster Pack 2.10

Card name	Rarity	PRICE
A Short Rest	C2	0.15
Adamant Helmet	C2	0.15
Agburanar Ahunt	U2	0.50
Agburanar at Home	R3	0.80
Alert the Folk	U2	0.50
And Forth He Hastened	C2	0.15
Arrows Shorn of Ebony	U2	0.50
Bairanax	R2	2.00
Bairanax Ahunt	U2	0.50
Bairanax at Home	R3	0.80
Belegaer	C1	0.20
Black Breath	R2	3.30
Bounty of the Hoard	C2	0.15
Bow of Dragon-horn	U2	0.50
Brand	U2	0.50
Buhr Widu	U2	0.50
Burglary	C2	0.15
Carrian Birds	C2	0.15
Cave Worm	C1	0.15
Cloudless Day	U2	0.50
Cram	C2	0.15
Cruel Caradhras	U2	0.50
Daelomin Ahunt	U2	0.50
Daelomin at Home	R3	1.00
Dale	U2	0.50
Deftness of Agility	R3	1.00
Dire Wolves	C2	0.15

Card name	Rarity	PRICE
Dragon's Blood	C2	0.15
Dragon's Breath	U2	0.50
Dragon's Curse	C1	0.15
Dragon's Hunger	R3	1.00
Dragon's Terror	U2	0.50
Dragon-feuds	U2	0.50
Dragon-lore	U2	0.50
Dragon-sickness	C2	0.15
Dunlending Raiders	C1	0.15
Dwarven Hoard	C2	0.15
Eärcaraxë	R2	3.00
Eärcaraxë Ahunt	U2	0.50
Eärcaraxë at Home	R3	1.50
Echo of All Joy	U2	0.50
Elf-path	C2	0.15
Emerald of Doriath	U2	0.50
Emerald of the Mariner	R2	3.00
Enruned Shield	U2	0.50
Exile of Solitude	R3	1.00
Fast Asleep	C2	0.15
Fever of Unrest	R3	1.00
Flatter a Foe	C1	0.15
Foolish Words	C2	0.15
Forod	C1	0.15
Fram Framson	R2	2.50
Framsburg	U2	0.50
Frenzy of Madness	R3	1.00
From the Pits of Angband	U2	0.50
Galdor	U2	0.50
Gift of Comprehension	C1	0.15
Gold Belt of Lórien	U2	0.50
Gold Hill	U2	0.50
Gondmaeglom	U2	0.50
Gothmog	R2	2.00
Habergeon of Silver	C2	0.15
Half an Eye Open	C1	0.15
Harad	C1	0.15
Helm of Her Secrecy	R2	2.80
Here, There, or Yonder	U2	0.50
Hey! come merry dol!	C2	0.15

Card name	Rarity	PRICE
Hobgoblins	C2	0.15
Host of Bats	U2	0.50
Houses of Healing	C2	0.15
Ice-drake	C1	0.15
Icy Touch	C2	0.15
Incite Denizens	C2	0.15
Incite Minions	C2	0.15
Ioreth	U2	0.50
Isle of the Ulond	U2	0.50
Itangast	R2	2.30
Itangast Ahunt	U2	0.50
Itangast at Home	R3	1.50
King under the Mountain	R2	2.00
Known to an Ounce	R2	1.50
Land-drake	C2	0.15
Left Behind	U2	0.50
Legendary Hoard	R2	2.30
Lesser Spiders	C2	0.15
Leucaruth Ahunt	U2	0.50
Leucaruth at Home	R3	1.50
Light-drake	C2	0.15
Look More Closely Later	C1	0.15
Lore of the Ages	C2	0.15
Magical Harp	U2	0.50
Many Foes He Fought	C2	0.15
Many Sorrows Befall	R2	2.00
Many Turns and Doublings	C2	0.15
Map to Mithril	U2	0.50
Marsh-drake	C2	0.15
Marvels Told	C2	0.15
Master of Esgaroth	C2	0.15
Master of Wood, Water, or Hill	C2	0.15
Mathom Lore	R2	3.50
Memories Stolen	R2	1.60
Men of Dale	U2	0.50
Men of Lake-town	U2	0.50
More Sense Than You	C2	0.15
Morgul-rats	R3	1.50
Necklace of Silver and Pearls	C1	0.15

Card name	Rarity	PRICE
Nenseldë the Wingild	R2	1.80
No Escape from My Magic	R2	2.50
Noose of the Sea	U2	0.50
Not at Home	C2	0.15
Ovir Hollow	U2	0.50
Parsimony of Seclusion	R3	1.00
Passion of Wrath	R3	1.00
Peril Returned	C2	0.15
Pledge of Conduct	C2	0.15
Prowess of Age	R3	1.00
Prowess of Might	R3	0.80
Rain-drake	C2	0.15
Refuge	C2	0.15
Returned Exiles	R2	2.00
Rhûn	C1	0.15
Riddling Talk	U2	0.50
Rumor of Wealth	U2	0.50
Sand-drake	U2	0.50
Sated Beast	U2	0.50
Scabbard of Chalcedony	C2	0.15
Scatha	R2	3.00
Scatha Ahunt	U2	0.50
Scatha at Home	R3	1.50
Scorba	R2	3.00
Scorba Ahunt	U2	0.50
Scorba at Home	R3	1.50
Sea Serpent	C1	0.15
Searching Eye	C2	0.15
Secret News	C2	0.15
Shadow of Mordor	R2	3.30
Skin-changer	R2	3.00
Sleepless Malice	U2	0.50
Smaug Ahunt	U2	0.40
Smaug at Home	R3	1.80
Song of the Lady	R2	2.30
Staff Asunder	R2	2.50
Star of High Hope	U2	0.50
Stormcrow	C2	0.20
Subtlety of Guile	R3	1.00
Tales of the Hunt	C2	0.15

RARITY KEY C = Common U = Uncommon R = Rare # = Cards with lower numbers are rarer X = Fixed/standard in all decks

Card name	Rarity	Price
<input type="checkbox"/> Tharbad	U2	0.50
<input type="checkbox"/> The Riddle Game	R2	2.80
<input type="checkbox"/> Thráin II	R2	2.50
<input type="checkbox"/> Three Golden Hairs	U2	0.50
<input type="checkbox"/> Thrór's Map	U2	0.50
<input type="checkbox"/> Thunder's Companion	C2	0.15
<input type="checkbox"/> Times Are Evil	U2	0.50
<input type="checkbox"/> Trickery	C2	0.15
<input type="checkbox"/> True Cold-drake	C1	0.20

Card name	Rarity	Price
<input type="checkbox"/> True Fire-drake	C1	0.20
<input type="checkbox"/> Twice-baked Cakes	C1	0.15
<input type="checkbox"/> Valiant Sword	C2	0.15
<input type="checkbox"/> Vanish in Sunlight!	U2	0.50
<input type="checkbox"/> Velocity of Haste	R3	1.00
<input type="checkbox"/> Warm Now Be Heart and Limb	C2	0.15
<input type="checkbox"/> Washed and Refreshed	C2	0.15
<input type="checkbox"/> Waybread	U3	0.50

Card name	Rarity	Price
<input type="checkbox"/> Were-worm	R2	3.50
<input type="checkbox"/> When I Know Anything	C2	0.15
<input type="checkbox"/> Wielded Twice	C2	0.15
<input type="checkbox"/> Wild Fell Beast	R2	4.80
<input type="checkbox"/> Winds of Wrath	R2	1.80
<input type="checkbox"/> Winged Cold-drake	U2	0.50
<input type="checkbox"/> Winged Fire-drake	U2	0.50
<input type="checkbox"/> Wit	U2	0.50
<input type="checkbox"/> Withered Lands	C1	0.15

Card name	Rarity	Price
<input type="checkbox"/> Wizard Uncloaked	U2	0.50
<input type="checkbox"/> Wizards's Staff	U2	0.50
<input type="checkbox"/> Wolf-riders	C2	0.15
<input type="checkbox"/> Wondrous Maps	C1	0.20
<input type="checkbox"/> Worm's Stench	U2	0.50
<input type="checkbox"/> Wormsbane	R2	2.50
<input type="checkbox"/> Worm and Famished	C2	0.15
<input type="checkbox"/> Zarak Dûm	U2	0.50

Middle-earth • Dark Minions

You will need **Iron Crown Enterprises** • Released **November 1996**

20
nine-pocket
pages to store
this set.
(10 doubled up)

180 cards in set

• **IDENTIFIER:** Faint rune at lower right, looks like an angular 'B'

• Booster packs contain 15 cards; booster displays contain 36 boosters



Set (180 cards) 110.00
Booster Display Box 25.00
Booster Pack 2.50

Card name	Rarity	Price
<input type="checkbox"/> Aiglos	R2	3.00
<input type="checkbox"/> An Article Missing	U2	0.40
<input type="checkbox"/> An Unexpected Outpost	C2	0.15
<input type="checkbox"/> An Unexpected Party	R3	1.80
<input type="checkbox"/> Anarín	U2	0.40
<input type="checkbox"/> Ancient Stair	U2	0.40
<input type="checkbox"/> Angmar Arises	C2	0.15
<input type="checkbox"/> Armory	U2	0.40
<input type="checkbox"/> Await the Advent of Allies	U2	0.40
<input type="checkbox"/> Aware of their Ways	U2	0.40
<input type="checkbox"/> Baduila	R2	3.00
<input type="checkbox"/> Balance Between Powers	R3	1.80
<input type="checkbox"/> Barrow-blade	C2	0.15
<input type="checkbox"/> Bill Ferny	C1	0.15
<input type="checkbox"/> Bring Our Curses Home	R3	1.30
<input type="checkbox"/> Búthrakaur the Green	R2	2.50
<input type="checkbox"/> Chance of Being Lost	U2	0.40
<input type="checkbox"/> Chill Douser	U2	0.50
<input type="checkbox"/> Choice of Lúthien	R2	2.00
<input type="checkbox"/> Crown of Flowers	C2	0.15
<input type="checkbox"/> Cunning Foes	C2	0.15
<input type="checkbox"/> Cup of Farewell	U2	0.40
<input type="checkbox"/> Dark Numbers	U2	0.40
<input type="checkbox"/> Dásakûn	C2	0.15
<input type="checkbox"/> Deallus	C1	0.15
<input type="checkbox"/> Doubled Vigilance	C2	0.15
<input type="checkbox"/> Dragon-helm	R2	3.00
<input type="checkbox"/> Drór	C1	0.15
<input type="checkbox"/> Drums	U2	0.40
<input type="checkbox"/> Durin's Bane	R2	3.50
<input type="checkbox"/> Dwarfven Light-stone	U2	0.40
<input type="checkbox"/> Earth-tremors	U2	0.40
<input type="checkbox"/> Elerína	R2	2.80
<input type="checkbox"/> Elwen	U2	0.40
<input type="checkbox"/> Endless Whispers	U2	0.40
<input type="checkbox"/> Enduring Tales	C2	0.15
<input type="checkbox"/> Eun	C1	0.15
<input type="checkbox"/> Exhalation of Decay	C2	0.15
<input type="checkbox"/> Eyes of Mandos	R3	1.50
<input type="checkbox"/> Eyes of the Shadow	U2	0.40
<input type="checkbox"/> Face out of Sight	C1	0.15
<input type="checkbox"/> Faces of the Dead	C2	0.15
<input type="checkbox"/> Fate of the Ithil-stone	R2	3.00
<input type="checkbox"/> Fifteen Birds in Five Firtrees	R3	1.80
<input type="checkbox"/> Fireworks	C2	0.15
<input type="checkbox"/> Fíriel	R2	2.00
<input type="checkbox"/> First of the Order	R3	1.80
<input type="checkbox"/> Flies and Spiders	C1	0.15

Card name	Rarity	Price
<input type="checkbox"/> Foes Shall Fall	U2	0.40
<input type="checkbox"/> Folco Boffin	U2	0.40
<input type="checkbox"/> Forewarned Is Forearmed	C2	0.15
<input type="checkbox"/> Forgotten Scrolls	C2	0.15
<input type="checkbox"/> Fori the Beardless	U2	0.40
<input type="checkbox"/> Free to Choose	C2	0.15
<input type="checkbox"/> Gems of Arda	R3	1.80
<input type="checkbox"/> Gergeli	C1	0.15
<input type="checkbox"/> Gíisulf	C1	0.15
<input type="checkbox"/> Gnaw with Words	C2	0.15
<input type="checkbox"/> Golodhros	R2	2.60
<input type="checkbox"/> Good Sense Revolts	C2	0.15
<input type="checkbox"/> Great Need or Purpose	U2	0.50
<input type="checkbox"/> Great Secrets Buried There	U2	0.40
<input type="checkbox"/> Hall of Fire	C2	0.15
<input type="checkbox"/> Haudh-in-Gwanûr	U2	0.50
<input type="checkbox"/> Healing of Nimrodel	C2	0.15
<input type="checkbox"/> Helms of Iron	U2	0.40
<input type="checkbox"/> Herb-lore	R3	1.30
<input type="checkbox"/> Here Is a Snake!	C2	0.15
<input type="checkbox"/> Herion	C1	0.15
<input type="checkbox"/> Hermit's Hill	U2	0.50
<input type="checkbox"/> Hidden Knife	C1	0.15
<input type="checkbox"/> Hobbit-lore	R3	1.30
<input type="checkbox"/> Horns, Horns, Horns	C1	0.15
<input type="checkbox"/> Hour of Need	R3	1.80
<input type="checkbox"/> Hundreds of Butterflies	C2	0.15
<input type="checkbox"/> I Know Much about You	C2	0.15
<input type="checkbox"/> In Darkness Bind Them	C2	0.15
<input type="checkbox"/> In Great Wrath	U2	0.40
<input type="checkbox"/> In the Heart of his Realm	R3	1.80
<input type="checkbox"/> Inner Cunning	C2	0.15
<input type="checkbox"/> Into Dark Tunnels	C1	0.15
<input type="checkbox"/> Into the Smoking Cone	R2	2.50
<input type="checkbox"/> Ivic	U2	0.50
<input type="checkbox"/> Jûoma	U2	0.40
<input type="checkbox"/> Knowledge of the Enemy	U3	0.40
<input type="checkbox"/> Leaf Brooch	C2	0.15
<input type="checkbox"/> Leamon	C1	0.15
<input type="checkbox"/> Like the Crash of Battering-rams	R3	1.90
<input type="checkbox"/> Lindion the Orónin	U2	0.40
<input type="checkbox"/> Little Snuffler	U2	0.40
<input type="checkbox"/> Lobelia Sackville Baggins	U2	0.50
<input type="checkbox"/> Long Dark Reach	R3	1.50
<input type="checkbox"/> Lost Tome	C2	0.15
<input type="checkbox"/> Mallorn	R2	2.50
<input type="checkbox"/> Memories Recalled	C2	0.15
<input type="checkbox"/> Mistress Lobelia	U2	0.40
<input type="checkbox"/> Mithril	R2	2.00
<input type="checkbox"/> Mordor in Arms	U2	0.40
<input type="checkbox"/> More Alert than Most	C2	0.15

Card name	Rarity	Price
<input type="checkbox"/> My Precious	R2	2.50
<input type="checkbox"/> Nameless Thing	U2	0.40
<input type="checkbox"/> Necklace of Gírlon	R2	2.00
<input type="checkbox"/> Neither so Ancient Nor so Potent	U2	0.40
<input type="checkbox"/> Never Seen Him	C2	0.15
<input type="checkbox"/> Nimloth	C1	0.15
<input type="checkbox"/> No Waiting to Wonder	C2	0.15
<input type="checkbox"/> No Way Forward	C2	0.15
<input type="checkbox"/> Noble Hound	C2	0.15
<input type="checkbox"/> Nobody's Friend	C2	0.15
<input type="checkbox"/> Noldo-lantern	U2	0.40
<input type="checkbox"/> Ôm-buri-Ôm	U2	0.40
<input type="checkbox"/> Ordered to Kill	R3	1.30
<input type="checkbox"/> Out of the Black Sky	R3	1.50
<input type="checkbox"/> Pale Dream-maker	R3	1.50
<input type="checkbox"/> Palm to Palm	C2	0.15
<input type="checkbox"/> Pass the Doors of Dol Guldur	R2	3.50
<input type="checkbox"/> Phial of Galadriel	R2	2.80
<input type="checkbox"/> Pierced by Many Wounds	C2	0.15
<input type="checkbox"/> Pôn-ora-Pôn	U2	0.40
<input type="checkbox"/> Râisha	U2	0.40
<input type="checkbox"/> Rank upon Rank	C2	0.15
<input type="checkbox"/> Reaching Shadow	C2	0.15
<input type="checkbox"/> Rebuild the Town	C2	0.15
<input type="checkbox"/> Redoubled Force	C2	0.15
<input type="checkbox"/> Reluctant Final Parting	U2	0.40
<input type="checkbox"/> Revealed to all Watchers	R2	2.00
<input type="checkbox"/> Saw Further and Deeper	C2	0.15
<input type="checkbox"/> Scimitars of Steel	U2	0.40
<input type="checkbox"/> Secret Ways	C2	0.15
<input type="checkbox"/> Seek without Success	C2	0.15
<input type="checkbox"/> Seized by Terror	C2	0.15
<input type="checkbox"/> Sentinels of Númenor	U2	0.40
<input type="checkbox"/> Shadow out of the Dark	R2	3.00
<input type="checkbox"/> Smoke Rings	C2	0.15
<input type="checkbox"/> Spells of the Barrow-wights	U2	0.40
<input type="checkbox"/> Spider of the Môrlat	R2	3.00
<input type="checkbox"/> Stirring Bones	C1	0.15
<input type="checkbox"/> Sudden Fury	C2	0.15
<input type="checkbox"/> Súrlon	C2	0.15
<input type="checkbox"/> Taladhar	R2	3.30
<input type="checkbox"/> The Black Enemy's Wrath	R3	1.50
<input type="checkbox"/> The Dwarves Are upon You!	U2	0.40
<input type="checkbox"/> The Garm-deeps	U2	0.50
<input type="checkbox"/> The Grimburgoth	R2	2.80
<input type="checkbox"/> The Hunt	R3	1.50
<input type="checkbox"/> The Iron-deeps	R2	2.50
<input type="checkbox"/> The Moon Is Dead	C2	0.15
<input type="checkbox"/> The Pûkel-deeps	U2	0.50
<input type="checkbox"/> The Reach of Ulmo	U2	0.40
<input type="checkbox"/> The Sulfur-deeps	R2	2.80
<input type="checkbox"/> The Under-courts	R2	3.00



Card name	Rarity	Price
<input type="checkbox"/> The Under-galleries	R2	3.00
<input type="checkbox"/> The Under-gates	U2	0.50
<input type="checkbox"/> The Under-grottos	U2	0.50
<input type="checkbox"/> The Under-leas	U2	0.50
<input type="checkbox"/> The Under-vaults	U2	0.50
<input type="checkbox"/> The Way Is Shut	U2	0.40
<input type="checkbox"/> The Windlord Found Me	U2	0.40
<input type="checkbox"/> To Get You Away	R3	1.30
<input type="checkbox"/> To the Uttermost Foundations	U2	0.40
<input type="checkbox"/> Token of Goodwill	R3	1.50
<input type="checkbox"/> Tribal Banner	C2	0.15
<input type="checkbox"/> Tribal Totem	R3	1.30
<input type="checkbox"/> Troll-purse	U2	0.40
<input type="checkbox"/> Twisted Tales	U2	0.40
<input type="checkbox"/> Two or Three Tribes Present	C2	0.15
<input type="checkbox"/> Umagaur the Pale	R2	2.40
<input type="checkbox"/> Umlurtsu Nurn	U2	0.50
<input type="checkbox"/> Vein of Arda	C1	0.15
<input type="checkbox"/> Waylaid, Wounded, and Orc-dragged	U2	0.40
<input type="checkbox"/> When You Know More	C2	0.15
<input type="checkbox"/> Which Might Be Lies	C2	0.15
<input type="checkbox"/> Will not Come Down	U2	0.40
<input type="checkbox"/> Wisp of Pale Sheen	C1	0.15
<input type="checkbox"/> Withdrawn to Mordor	C1	0.15
<input type="checkbox"/> Woffung	C1	0.15
<input type="checkbox"/> Wormtongue	R2	3.00
<input type="checkbox"/> Wound of Long Burden	C2	0.15
<input type="checkbox"/> Wraith-lord	R2	4.50
<input type="checkbox"/> Your Welcome Is Doubtful	U2	0.40

Middle-earth • Special sets	
Gift Set	22.00
The Wizards Starter Set	9.80
Challenge Deck	6.80
The Balrog Display Box	94.00
The Balrog Starter Deck	16.00

RARITY KEY C = Common U = Uncommon R = Rare # = Cards with lower numbers are rarer X = Fixed/standard in all decks

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2003 Scrye CCG Checklist & Price Guide!



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Middle-earth • The Lidless Eye



Iron Crown Enterprises • Released May 1997

417 cards in set

• **IDENTIFIER:** Faint rune at lower right, looks like a bent 'H'

• Starter decks contain 75 cards; starter displays contain 10 starters

• Booster packs contain 15 cards; booster displays contain 36 boosters

You will need
47
nine-pocket
pages to store
this set.
(24 doubled up)

Set (417 cards) 250.00
Starter Display Box 25.00
Booster Display Box 22.50
Starter Deck 6.50
Booster Pack 1.80

Card name	Rarity	Price
1 A Little Gold Ring	C	0.15
1 A Malady Without Healing	R	4.80
1 A Nice Place to Hide	C	0.15
1 Adunaphel the Ringwraith	X	0.40
1 Adunaphel Unleashed	R	3.50
1 Agburanar Roused	R	4.00
1 Akhorahil the Ringwraith	X	0.40
1 Akhorahil Unleashed	R	3.40
1 All Thought Bent Upon It	U	0.70
2 Ambusher	C	0.15
2 Amon Hen	U	0.50
2 An Untimely Whisper	U	0.70
2 Arouse Defenders	C	0.15
2 Arouse Denizens	C	0.15
2 Arthadan Rangers	U	0.70
2 Asternak	X	0.25
2 Awaiting the Call	U	0.70
2 Awaken Defenders	C	0.15
3 Awaken Denizens	C	0.15
3 Back to the Fray	U	0.80
3 Bade to Rule	C	0.15
3 Bag End	U	0.80
3 Balchoth	R	3.00
3 Bandit Lair	U	0.70
3 Barad-Dur	X	0.80
3 Barrow-Downs	X	0.25
3 Barrow-Wight	U	0.70
4 Belegorn	U	0.50
4 Beorn's House	U	0.70
4 Beorning Toll	R	3.50
4 Beornings	R	3.00
4 Binding-ring	R	3.50
4 Bitter Cold	R	3.30
4 Black Mace	U	0.70
4 Black Rain	R	4.00
4 Black Rider	C	0.20
5 Black Trolls	U	0.70
5 Black-Hide Shield	C	0.15
5 Black-Mail Coat	C	0.15
5 Blackbole	R	3.00
5 Blazon of the Eye	C	0.15
5 Blow Turned	C	0.15
5 Blue Mountain Dwarf-hold	R	4.00
5 Bold Thrust	C	0.15
5 Bree	U	0.80
6 Brigands	C	0.15
6 Bright Gold Ring	U	0.70

Card name	Rarity	Price
7 Broad-Headed Spear	C	0.15
7 Broin	R	3.00
7 Buhr Widu	X	0.25
7 Burning Rick, Cot, and Tree	U	0.70
7 By the Ringwraith's Word	C	0.15
7 Calendal	R	3.00
7 Call of Home	C	0.15
7 Cameth Brin	U	0.70
7 Carambor	R	3.00
7 Carn Dum	C/X	0.15
7 Catch an Elusive Scent	U	0.80
7 Cave Worm	C	0.20
7 Cave-Drake	C	0.15
7 Caves of Ulund	X	0.80
7 Chill Them with Fear	R	6.00
7 Cirith Gorgor	U	0.80
8 Cirith Ungol	U	0.70
8 Ciryaher	U	0.50
8 Come By Night Upon Them	R	3.50
8 Corpse-Candle	C	0.15
8 Covetous Thoughts	U	0.70
8 Crack in the Wall	U	0.70
8 Crooked Promptings	C	0.15
8 Dale	X	0.80
8 Darkness Under Tree	R	3.00
9 Dead Marshes	U	0.70
9 Deeper Shadows	U	0.70
9 Despair of the Heart	C	0.15
9 Dimrill Dale	U	0.70
9 Dire Wolves	C	0.15
9 Diversion	C	0.15
9 Dogrib	U	0.70
9 Dol Amroth	R	4.00
9 Dol Guldur	C/X	0.15
10 Doors of Night	C	0.15
10 Dorelas	U	0.50
10 Down Down to Goblin-Town	U	0.70
10 Druadan Forest	U	0.80
10 Dunharrow	U	0.80
10 Dunlending Spy	U	0.80
10 Dunlendings	R	3.00
10 Dunlith Clan-Hold	U	0.70
10 Dwarf the Ringwraith	X	0.40
11 Dwarf Unleashed	R	4.00
11 Dwarf Ring of Barin's Tribe	R	3.00
11 Dwarf Ring of Bavor's Tribe	R	3.00
11 Dwarf Ring of Drui's Tribe	R	3.00
11 Dwarf Ring of Durin's Tribe	R	3.00
11 Dwarf Ring of Dwalin's Tribe	R	3.00
11 Easterling Camp	X	0.80
11 Easterlings	X	0.80
11 Edoras	U	0.80
12 Elf-lord Revealed in Wrath	R	5.00
12 Elves Upon Erantry	C	0.15
12 Ent in Search of Entwines	U	0.50
12 Eradan	U	0.50
12 Ettenmoors	X	0.80
12 Fell Rider	C	0.15
12 Fell Winter	C	0.15
12 Focus Palantir	U	0.70
12 Foolish Words	C	0.15
13 Forced March	C	0.15

Card name	Rarity	Price
14 Foul Trophies	R	3.50
14 Foul-Smelling Paste	C	0.15
14 Freeze the Flesh	R	3.50
14 Geann a-Lisch	C/X	0.15
14 Ghosts	C	0.15
14 Ghouls	C	0.15
14 Giant	C	0.15
14 Giant Spiders	C	0.15
14 Gifts as Given of Old	C	0.15
14 Gladden Fields	U	0.70
14 Gleaming Gold Ring	C	0.15
14 Glittering Caves	U	0.80
14 Gobel Mirlond	U	0.70
14 Goblin-Gate	X	0.80
14 Goblins of Goblin-Gate	X	0.25
14 Gold Chains in the Wind	R	4.30
14 Gold Ring that Sauron Fancies	C	0.15
15 Gondmaeglom	X	0.80
15 Gondorian Rangers	C	0.15
15 Gorbag	X	0.25
15 Greed	C	0.15
15 Grey Mountain Goblins	X	0.80
15 Grishnakh	X	0.25
15 Gulla	R	3.00
15 Hador	U	0.70
15 Half-Trolls	U	0.50
16 Haud-in-Gwanur	X	1.40
16 Headless Revelry	R	3.00
16 Hendolen	R	2.80
16 Henneth Annun	U	0.70
16 Heralded Lord	U	0.70
16 Hermit's Hill	U	0.70
16 Hidden Ways	C	0.15
16 Hide in Dark Places	U	0.80
16 High Helm	U	0.50
17 Hill Trolls	R	3.00
17 Hillmen	R	2.90
17 Hoarmurath the Ringwraith	X	0.40
17 Hoarmurath Unleashed	R	4.00
17 Hobgoblins	C	0.15
17 Honey on the Tongue	R	3.90
17 Horse-Lords	C	0.15
17 Horseman in the Night	C	0.15
17 Huron	C	0.15
18 I'll be at Your Heels	C	0.15
18 I'll Report You	C	0.20
18 Ice-orcs	R	3.30
18 In the Name of Mordor	U	0.70
18 Incite Defenders	C	0.15
18 Incite Denizens	C	0.15
18 Indur the Ringwraith	X	0.40
18 Indur Unleashed	R	4.00
18 Iron Hill Dwarf-hold	R	4.00
19 Iron Road	U	0.70
19 Isengard	U	0.70
19 Jerrek	X	0.25
19 Khamul the Ringwraith	X	0.40
19 Khamul Unleashed	R	4.00
19 Kill All But Not the Halflings	R	3.30
19 Lagdud	U	0.50
19 Lake-Town	U	0.70
19 Land-Drake	C	0.15

Card name	Rarity	Price
20 Landroval	R	3.50
20 Last Child of Ungoliant	R	3.00
20 Lawless Men	C	0.15
20 Layos	X	0.80
20 Leg It Double Quick	R	3.00
20 Lesser Spiders	C	0.15
20 Lieutenant of Angmar	R	5.00
20 Lieutenant of Dol Guldur	R	4.60
20 Lieutenant of Morgul	R	4.80
21 Lond Galen	U	0.80
21 Long Winter	C	0.15
21 Lossadan Cairn	U	0.70
21 Lossadan Camp	U	0.70
21 Lost in Border-Lands	C	0.15
21 Lost in Free-Domains	C	0.15
21 Lost in Shadow-Lands	C	0.15
21 Lost in Wilderness	C	0.15
21 Luitprand	X	0.25
22 Lure of Expedience	C	0.15
22 Lure of Nature	C	0.15
22 Lure of the Senses	C	0.15
22 Magic Ring of Delusion	U	0.80
22 Magic Ring of Enigma	U/X	0.50
22 Magic Ring of Fury	U/X	0.50
22 Magic Ring of Guile	U/X	0.50
22 Magic Ring of Lies	U/X	0.50
22 Magic Ring of Savagery	U/X	0.50
23 Magic Ring of Shadows	U	0.80
23 Magic Ring of Weals	U	0.80
23 Marsh-Drake	C	0.15
23 Men of Dorwinion	X	0.80
23 Messenger of Mordor	R	4.50
23 Minas Morgul	C/X	0.15
23 Minas Tirith	X	0.80
23 Minions Stir	U	0.70
23 Minor Ring	C	0.15
24 Misty Mountain Wargs	U	0.70
24 Morgul-blade	R	3.30
24 Moria	X	0.80
24 Motionless Among the Slain	R	3.50
24 Mount Doom	U	0.80
24 Mount Gram	U	0.70
24 Mount Gundabad	X	0.80
24 Muster Disperses	C	0.15
24 Muzgash	X	0.80
25 Nain	R	3.00
25 Nevdo Smod	X	0.25
25 News Must Get Through	X	0.25
25 News of Doom	R	2.50
25 News of the Shire	R	3.50
25 No More Nonsense	R	3.00
25 No News of Our Riding	R	3.50
25 Not Slay Needlessly	U	0.70
25 Nothing to Eat or Drink	U	0.40
26 Nurniag Camp	C	0.20
26 Nurniags	U	0.70
26 Odoacer	X	0.25
26 Old Cache	C	0.15
26 Old Prejudice	R	4.00
26 Old Troll	U	0.70
26 One Dear to You	R	3.30
26 Orc Brawler	C	0.15

RARITY KEY C = Common U = Uncommon R = Rare X = Fixed/standard in all decks

Card name	Rarity	Price	Card name	Rarity	Price	Card name	Rarity	Price	Card name	Rarity	Price
<input type="checkbox"/> Orc Captain	U/X	0.50	<input type="checkbox"/> Ren Unleashed	R	4.00	<input type="checkbox"/> Swarm of Bats	C	0.15	<input type="checkbox"/> Tros Hesnef	U	0.50
<input type="checkbox"/> Orc Chieftain	U/X	0.50	<input type="checkbox"/> River	C	0.15	<input type="checkbox"/> Swift Strokes	U	0.70	<input type="checkbox"/> True Fire-Drake	C	0.15
<input type="checkbox"/> Orc Quarrels	C	0.15	<input type="checkbox"/> Ruined Signal Tower	U	0.70	<input type="checkbox"/> Tarcil	R	3.00	<input type="checkbox"/> Twilight	C	0.15
<input type="checkbox"/> Orc Sniffer	C	0.15	<input type="checkbox"/> Rumor of the One	R	3.50	<input type="checkbox"/> Test of Fire	C	0.15	<input type="checkbox"/> Two-headed Troll	R	3.00
<input type="checkbox"/> Orc Stealth	U	0.70	<input type="checkbox"/> Ruse	R	4.50	<input type="checkbox"/> Tharbad	U	0.80	<input type="checkbox"/> Uchel	U	0.70
<input type="checkbox"/> Orc Tracker	C/X	0.15	<input type="checkbox"/> Sable Shield	U	0.70	<input type="checkbox"/> That Ain't No Secret	C	0.15	<input type="checkbox"/> Uththak	R	3.00
<input type="checkbox"/> Orc Veteran	C/X	0.15	<input type="checkbox"/> Sarn Gorwing	X	0.80	<input type="checkbox"/> That's Been Heard Before	C	0.15	<input type="checkbox"/> Ulkaur the Tongueless	R	3.00
<input type="checkbox"/> Orc-Draughts	C	0.15	<input type="checkbox"/> Saw-Toothed Blade	C	0.15	<input type="checkbox"/> Tonight	C	0.15			
<input type="checkbox"/> Orc-Liquor	C	0.15									
<input type="checkbox"/> Orc-mounts	R	3.30	<input type="checkbox"/> Scatha Roused	R	4.00	<input type="checkbox"/> The Border-Watch	C	0.15	<input type="checkbox"/> Umbarean Corsairs	U	0.50
			<input type="checkbox"/> Scorbba Roused	R	4.00	<input type="checkbox"/> The Iron Crown	R	4.00	<input type="checkbox"/> Under His Blow	C	0.15
<input type="checkbox"/> Orc-Raiders	C	0.15	<input type="checkbox"/> Scroll of Isildur	U	0.50	<input type="checkbox"/> The Least of Gold Rings	C	0.15	<input type="checkbox"/> Ungol-Orcs	U	0.70
<input type="checkbox"/> Orc-Warband	C	0.15	<input type="checkbox"/> Searching Eye	C	0.15	<input type="checkbox"/> The Liddess Eye	R	15.00	<input type="checkbox"/> Urluarts Nurn	R	4.00
<input type="checkbox"/> Orc-Watch	C	0.15	<input type="checkbox"/> Secrets of Their Forging	U	0.70	<input type="checkbox"/> The Lonely Mountain	X	0.80	<input type="checkbox"/> Uruk-hai	R	3.00
<input type="checkbox"/> Orcs of Angmar	U	0.50	<input type="checkbox"/> Seize Prisoners	C	0.15	<input type="checkbox"/> The Mithril-coat	R	3.00	<input type="checkbox"/> Uruk-lieutenant	R	3.80
<input type="checkbox"/> Orcs of Gorgoroth	U	0.70	<input type="checkbox"/> Sellswords Between	C	0.15	<input type="checkbox"/> The Mouth	R	5.00	<input type="checkbox"/> Uvatha the Ringwraith	X	0.40
<input type="checkbox"/> Orcs of Gundabad	X	0.80	<input type="checkbox"/> Characters	C	0.15	<input type="checkbox"/> The Names Among Them	C/X	0.15	<input type="checkbox"/> Uvatha Unleashed	R	3.50
<input type="checkbox"/> Orcs of Mirkwood	X	0.25	<input type="checkbox"/> Shadow-Cloak	U	0.80	<input type="checkbox"/> The One Ring	R	15.00	<input type="checkbox"/> Vale of Erech	X	0.80
<input type="checkbox"/> Orcs of Moria	X	0.80	<input type="checkbox"/> Shagrat	X	0.25						
<input type="checkbox"/> Orcs of the Ash Mountains	U	0.70									
			<input type="checkbox"/> Shamas	R	3.00	<input type="checkbox"/> The Oracle's Ring	R	4.00	<input type="checkbox"/> Variag Camp	X	0.80
<input type="checkbox"/> Orcs of the Ephel Duath	U	0.70	<input type="checkbox"/> Shelob's Lair	U	0.70	<input type="checkbox"/> The Reviled Ring	R	4.00	<input type="checkbox"/> Variags of Khand	X	0.80
<input type="checkbox"/> Orcs of the Red Eye	U	0.70	<input type="checkbox"/> Shrel-Kain	X	0.80	<input type="checkbox"/> The Ring Leaves Its Mark	C	0.15	<input type="checkbox"/> Veils Flung Away	U	0.70
<input type="checkbox"/> Orcs of the Udun	U	0.80	<input type="checkbox"/> Shut Yer Mouth	U	0.50	<input type="checkbox"/> The Ring Will Have But			<input type="checkbox"/> Veils of Shadow	R	3.60
<input type="checkbox"/> Ost-in-Edhil	U	0.70	<input type="checkbox"/> Skies of Fire	C	0.15	<input type="checkbox"/> One Master	R	3.00	<input type="checkbox"/> Voices of Malice	C	0.15
<input type="checkbox"/> Ostisen	X	0.25	<input type="checkbox"/> Slayer	C	0.20	<input type="checkbox"/> The Roving Eye	R	4.00	<input type="checkbox"/> Waiting Shadow	R	3.80
<input type="checkbox"/> Palantir of Amon Sul	R	3.30	<input type="checkbox"/> Smart and Secret	C	0.15	<input type="checkbox"/> The Stones	R	3.50	<input type="checkbox"/> Wake of War	C	0.15
<input type="checkbox"/> Palantir of Annúminas	R	3.00	<input type="checkbox"/> Smaug Roused	R	4.00	<input type="checkbox"/> The Warding Ring	R	3.60	<input type="checkbox"/> Wandering Eldar	R	3.50
<input type="checkbox"/> Palantir of Elostirion	R	3.00	<input type="checkbox"/> Smoke on the Wind	R	3.50	<input type="checkbox"/> The Warg-king	R	3.30	<input type="checkbox"/> War-Warg	C	0.15
<input type="checkbox"/> Palantir of Minas Tirith	U	0.50				<input type="checkbox"/> The Water's Tithe	U	0.50			
			<input type="checkbox"/> Snaga	R	3.00				<input type="checkbox"/> War-Wolf	C	0.15
<input type="checkbox"/> Palantir of Orthanc	U	0.50	<input type="checkbox"/> Snaga-Hai	C	0.15	<input type="checkbox"/> The White Towers	U	0.70	<input type="checkbox"/> Wargs	C	0.15
<input type="checkbox"/> Palantir of Osgiliath	R	3.00	<input type="checkbox"/> Sneakin'	R	3.50	<input type="checkbox"/> The Wind Throne	X	0.80	<input type="checkbox"/> Wargs of the Forochel	R	3.00
<input type="checkbox"/> Paltry Ring	C	0.15	<input type="checkbox"/> So You've Come Back	U	0.70	<input type="checkbox"/> The Witch-King	X	0.50	<input type="checkbox"/> Watcher in the Water	U	0.70
<input type="checkbox"/> Pelargir	U	0.70	<input type="checkbox"/> Some Secret Art of Flame	R	4.00	<input type="checkbox"/> The Witch-king Unleashed	R	4.30	<input type="checkbox"/> We Have Come to Kill	R	3.30
<input type="checkbox"/> Perfect Gold Ring	R	3.50	<input type="checkbox"/> Something Has Slipped	R	3.30	<input type="checkbox"/> The Worthy Hills	R	3.50	<input type="checkbox"/> Weariness of the Heart	C	0.15
<input type="checkbox"/> Pirates	R	3.00	<input type="checkbox"/> Sons of Kings	C	0.15	<input type="checkbox"/> They Ride Together	R	4.00	<input type="checkbox"/> Webs of Fear and Treachery	R	3.30
<input type="checkbox"/> Plague	R	3.00	<input type="checkbox"/> Southron Oasis	X	0.80	<input type="checkbox"/> Thing Stolen	U	0.70	<input type="checkbox"/> Weigh All Things to a Nicety	C	0.15
<input type="checkbox"/> Plague of Wights	U	0.70	<input type="checkbox"/> Southrons	X	0.80	<input type="checkbox"/> Thranduill's Folk	R	3.80	<input type="checkbox"/> Where There's a Whip	R	3.50
<input type="checkbox"/> Poison	R	3.00				<input type="checkbox"/> Thranduill's Halls	X	0.80			
			<input type="checkbox"/> Spying out the Land	R	3.00				<input type="checkbox"/> While the Yellow Face Sleeps	R	4.00
<input type="checkbox"/> Poisonous Despair	U	0.70	<input type="checkbox"/> Stabbed Him in His Sleep	C	0.15	<input type="checkbox"/> Threats	R	4.50	<input type="checkbox"/> Whip	U	0.70
<input type="checkbox"/> Pon Opar	X	0.25	<input type="checkbox"/> Stay Her Appetite	R	3.40	<input type="checkbox"/> Threlin	R	3.00	<input type="checkbox"/> White Mountain Wolves	R	3.00
<input type="checkbox"/> Radgug	U	0.50	<input type="checkbox"/> Stench of Mordor	U	0.70	<input type="checkbox"/> Thrice Outnumbered	U	0.70	<input type="checkbox"/> Wild Trolls	C	0.15
<input type="checkbox"/> Raider-Hold	U	0.70	<input type="checkbox"/> Stinker	U	0.70	<input type="checkbox"/> Thunder's Companion	C	0.15	<input type="checkbox"/> Wisdom to Wield	U	0.70
<input type="checkbox"/> Rats!	U	0.70	<input type="checkbox"/> Stirring Bones	C	0.15	<input type="checkbox"/> Tidings of Bold Spies	C	0.15	<input type="checkbox"/> Woodmen	X	0.25
<input type="checkbox"/> Ready to His Will	R	4.00	<input type="checkbox"/> Stone Trolls	U	0.50	<input type="checkbox"/> Tidings of Death	R	3.30	<input type="checkbox"/> Woodmen-Town	X	0.25
<input type="checkbox"/> Rebel-Talk	C	0.15	<input type="checkbox"/> Stone-Circle	U	0.70	<input type="checkbox"/> Tidings of Doubt and Danger	U	0.70	<input type="checkbox"/> Words of Menace and Deceit	R	3.00
<input type="checkbox"/> Red Book of Westmarch	U	0.50	<input type="checkbox"/> Strange Rations	C	0.15	<input type="checkbox"/> To Satisfy the Questioner	C	0.15	<input type="checkbox"/> Wose Passage-Hold	U	0.70
<input type="checkbox"/> Remnants of Old Robberies	R	3.30				<input type="checkbox"/> Trifling Ring	C	0.15			
<input type="checkbox"/> Ren the Ringwraith	X	0.50	<input type="checkbox"/> Sudden Call	C/X	0.15				<input type="checkbox"/> Woses of the Eryn Vorn	R	3.00
			<input type="checkbox"/> Swag	U	0.70	<input type="checkbox"/> Troll Lout	C	0.15	<input type="checkbox"/> Wrath of the West	U	0.70
						<input type="checkbox"/> Troll-Chief	U/X	0.50	<input type="checkbox"/> Zarak Dum	X	0.80

Middle-earth • Against the Shadow

You will need **Iron Crown Enterprises • Released August 1997**

19
nine-pocket
pages to store
this set.
(10 doubled up)

170 cards in set

• **IDENTIFIER:** Faint rune '<' at lower right

• Booster packs contain 15 cards; booster displays contain 36 boosters



Set (170 cards) 70.00
Booster Display Box 61.25
Booster Pack 2.80

Card name	Rarity	Price
<input type="checkbox"/> A Lie in Your Eyes	R2	1.70
<input type="checkbox"/> Above the Abyss	C3	0.15
<input type="checkbox"/> Alatar the Hunter	R2	1.40
<input type="checkbox"/> All the Bells Ringing	U3	0.50
<input type="checkbox"/> Alliance of Free Peoples	R2	1.80
<input type="checkbox"/> Alone and Unadvised	C3	0.15
<input type="checkbox"/> Ancient Black Axe	R2	2.00
<input type="checkbox"/> Angmarim	R2	2.50
<input type="checkbox"/> Angmarim	R1	2.40
<input type="checkbox"/> Asdraigs	U2	0.50
<input type="checkbox"/> Bairanax Roused	R1	8.00
<input type="checkbox"/> Biter and Beater!	C2	0.15

Card name	Rarity	Price	Card name	Rarity	Price
<input type="checkbox"/> Black Horse	C3	0.20	<input type="checkbox"/> Dwarven Travelers	C3	0.15
<input type="checkbox"/> Black Numenoreans	U2	0.50	<input type="checkbox"/> Eagles' Eyrie	U2	0.70
<input type="checkbox"/> Bow of the Galadhrim	U2	0.50	<input type="checkbox"/> Éarcaxë Roused	R1	8.00
<input type="checkbox"/> Burat ("Bert")	U2	0.70	<input type="checkbox"/> Early Harvest	C2	0.15
<input type="checkbox"/> Ciriath Gorgor	R2	1.80	<input type="checkbox"/> Edhellond	R2	2.00
<input type="checkbox"/> Come at Need	C2	0.15	<input type="checkbox"/> Enchanted Stream	C3	0.15
<input type="checkbox"/> Corsairs of Rhûn	U2	0.50	<input type="checkbox"/> Enchantments of		
<input type="checkbox"/> Creature of an Older World	R2	1.30	<input type="checkbox"/> Surpassing Excellence	C3	0.15
<input type="checkbox"/> Daelomin Roused	R1	6.50	<input type="checkbox"/> Eye Never Sleeping	U3	0.50
<input type="checkbox"/> Dancing Spire	U2	0.70			
<input type="checkbox"/> Dark Tryst	C3	0.15	<input type="checkbox"/> Faithless Steward	R2	1.80
<input type="checkbox"/> Driven By a Madness	U3	0.50	<input type="checkbox"/> Far Below the Deepest		
<input type="checkbox"/> Drugghu	U3	0.50	<input type="checkbox"/> Delvings	U3	0.50
<input type="checkbox"/> Durin's Folk	C3	0.15	<input type="checkbox"/> Farmer Maggot	R1	4.00
<input type="checkbox"/> Dwarven Ring of Thel's Tribe	U2	0.50	<input type="checkbox"/> Fealty Under Trial	C2	0.15
<input type="checkbox"/> Dwarven Ring of Thra's Tribe	U2	0.70	<input type="checkbox"/> FEAR! FIRE! FOES!	C3	0.15
			<input type="checkbox"/> Framsburg	R2	1.80
			<input type="checkbox"/> Full of Froth and Rage	C2	0.15



Card name	Rarity	Price
<input type="checkbox"/> Galadhrim	C2	0.15
<input type="checkbox"/> Gandalf the Wanderer	R2	1.00
<input type="checkbox"/> Geann a-Lisch	U2	0.70
<input type="checkbox"/> Gobel Mirlond	U2	0.70
<input type="checkbox"/> Goblin Earth-plumb	C2	0.15
<input type="checkbox"/> Gold Hill	U2	0.70

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Card name	Rarity	Price
<input type="checkbox"/> Great Bats	C3	0.15
<input type="checkbox"/> Great Lord of Goblin-gate	R2	1.30
<input type="checkbox"/> Grey Havens	R2	1.70
<input type="checkbox"/> Hail of Darts	R2	1.70
<input type="checkbox"/> Haradrim	R2	1.30
<input type="checkbox"/> Haradrim	U2	0.70
<input type="checkbox"/> Helm of Fear	U2	0.50
<input type="checkbox"/> Himring	U2	0.70
<input type="checkbox"/> Hoard Well-searched	C2	0.15
<input type="checkbox"/> Hold Rebuilt and Repaired	C2	0.15
<input type="checkbox"/> Hounds of Sauron	R2	1.30
<input type="checkbox"/> Ilerock	U2	0.70
<input type="checkbox"/> Iron Shield of Old	C2	0.15
<input type="checkbox"/> Isle of the Ulood	U2	0.70
<input type="checkbox"/> Isles of the Dead that Live	U2	0.70
<input type="checkbox"/> Itangast Roused	R1	8.00
<input type="checkbox"/> Ithil-stone	R1	7.00
<input type="checkbox"/> Jewel of Beleriand	C2	0.15
<input type="checkbox"/> Join With That Power	C3	0.15
<input type="checkbox"/> Knights of the Prince	R2	1.60
<input type="checkbox"/> Lady of the Golden Wood	R2	2.00
<input type="checkbox"/> Legendary Stair	C2	0.15
<input type="checkbox"/> Leucaruth Roused	R1	9.00
<input type="checkbox"/> Lord of the Carrock	R2	2.00
<input type="checkbox"/> Lord of the Haven	R2	1.30
<input type="checkbox"/> Lorien	R2	1.80
<input type="checkbox"/> Master of the House	R2	1.60
<input type="checkbox"/> Mauhur	R2	1.00
<input type="checkbox"/> Mionid	U2	0.50
<input type="checkbox"/> Morgul-orcs	R2	1.50
<input type="checkbox"/> Mount Slain	R2	1.70

Card name	Rarity	Price
<input type="checkbox"/> Near to Hear a Whisper	R2	1.70
<input type="checkbox"/> Necklace of Giron	R2	2.00
<input type="checkbox"/> No Strangers at this Time	C3	0.15
<input type="checkbox"/> Nuriags	U2	0.70
<input type="checkbox"/> Nurniag Camp	U2	0.70
<input type="checkbox"/> Nurniags	R1	3.00
<input type="checkbox"/> Old Forest	U2	0.70
<input type="checkbox"/> Old Treasure	C2	0.15
<input type="checkbox"/> One Foe to Breed a War	R2	1.50
<input type="checkbox"/> Orc-mail	R2	1.80
<input type="checkbox"/> Orcs of Dol Guldur	R2	1.30
<input type="checkbox"/> Orders from Lugbûrz	U3	0.50
<input type="checkbox"/> Our Own Wolves	R2	1.50
<input type="checkbox"/> Ovir Hollow	U2	0.70
<input type="checkbox"/> Padding Feet	R2	1.70
<input type="checkbox"/> Pallando the Soul-keeper	R2	2.00
<input type="checkbox"/> Perchen	U2	0.50
<input type="checkbox"/> Petty-dwarves	R2	1.50
<input type="checkbox"/> Petty-dwarves	R2	1.40
<input type="checkbox"/> Pilfer Anything Unwatched	U2	0.70
<input type="checkbox"/> Power Against the Shadow	C3	0.15
<input type="checkbox"/> Power Built by Waiting	C3	0.15
<input type="checkbox"/> Powers too Dark and Terrible	R2	1.30
<input type="checkbox"/> Radagast the Tamer	R2	1.70
<input type="checkbox"/> Raider-hold	U2	0.70
<input type="checkbox"/> Records Unread	C2	0.15
<input type="checkbox"/> Regiment of Black Crows	C3	0.15
<input type="checkbox"/> Returned Beyond All Hope	C2	0.15
<input type="checkbox"/> Rhosgobel	R2	1.50
<input type="checkbox"/> Ride Against the Enemy	C3	0.15

Card name	Rarity	Price
<input type="checkbox"/> Riven Gate	R2	1.80
<input type="checkbox"/> Rivendell	R2	1.50
<input type="checkbox"/> Sack Over the Head	U3	0.50
<input type="checkbox"/> Safe from the Shadow	C2	0.15
<input type="checkbox"/> Saruman the Wise	R2	1.80
<input type="checkbox"/> Secret Book	C2	0.15
<input type="checkbox"/> Short Legs are Slow	U3	0.50
<input type="checkbox"/> Slip Treacherously	C3	0.15
<input type="checkbox"/> Spies Feared	R2	1.70
<input type="checkbox"/> Steeds	R2	1.50
<input type="checkbox"/> Steward's Guard	C2	0.15
<input type="checkbox"/> Stout Men of Gondor	C3	0.15
<input type="checkbox"/> Summons from Long Sleep	C2	0.15
<input type="checkbox"/> The Ash Mountain Deeps	C2	0.15
<input type="checkbox"/> The Balrog	R2	2.10
<input type="checkbox"/> The Dark Power	U3	0.50
<input type="checkbox"/> The Gem-deeps	R2	1.70
<input type="checkbox"/> The Great Eye	R2	1.70
<input type="checkbox"/> The Iron-deeps	U2	0.70
<input type="checkbox"/> The Misty Mountain Deeps	C2	0.15
<input type="checkbox"/> The Mountains of Shadow Deeps	C2	0.15
<input type="checkbox"/> The Pukel-deeps	R2	2.00
<input type="checkbox"/> The Sulfur-deeps	U2	0.70
<input type="checkbox"/> The Sun Unveiled	C3	0.15
<input type="checkbox"/> The Tormented Earth	U3	0.50
<input type="checkbox"/> The Undeeps of Anduin	C2	0.15
<input type="checkbox"/> The Under-courts	U2	0.70
<input type="checkbox"/> The Under-galleries	U2	0.70
<input type="checkbox"/> The Under-gates	U2	0.70
<input type="checkbox"/> The Under-grottos	U2	0.70

Card name	Rarity	Price
<input type="checkbox"/> The Under-leas	U2	0.70
<input type="checkbox"/> The Under-roads	C2	0.15
<input type="checkbox"/> The Under-vaults	U2	0.70
<input type="checkbox"/> The White Mountains Cavern-ways	C2	0.15
<input type="checkbox"/> The Worthy Hills	U2	0.70
<input type="checkbox"/> Thong of Fire	R2	1.60
<input type="checkbox"/> Thrall-ring	R2	1.30
<input type="checkbox"/> Thror's Map	U2	0.50
<input type="checkbox"/> Tokens to Show	C2	0.15
<input type="checkbox"/> Tolfalas	U2	0.70
<input type="checkbox"/> Tower Raided	R2	1.70
<input type="checkbox"/> Treason the Greatest Foe	R2	1.50
<input type="checkbox"/> Tribute Garnered	C2	0.15
<input type="checkbox"/> Trolls from the Mountains	C2	0.15
<input type="checkbox"/> Troth-ring	R2	1.30
<input type="checkbox"/> Trouble on All Borders	C2	0.15
<input type="checkbox"/> Tuma ("Tom")	U2	0.50
<input type="checkbox"/> Turning Hope into Despair	C3	0.15
<input type="checkbox"/> Unhappy Blows	R2	1.60
<input type="checkbox"/> Use Your Legs	R2	1.70
<input type="checkbox"/> Usriev of Treachery	C3	0.15
<input type="checkbox"/> Wain-easterlings	U2	0.50
<input type="checkbox"/> Wain-easterlings	U2	0.50
<input type="checkbox"/> Weathertop	U2	0.70
<input type="checkbox"/> Well-preserved	U3	0.50
<input type="checkbox"/> Wellinghall	U2	0.70
<input type="checkbox"/> Will Shaken	R2	1.40
<input type="checkbox"/> World Graved by the Nameless	R2	1.50
<input type="checkbox"/> Woses of the Eryn Vorn	U2	0.50
<input type="checkbox"/> Wuluag ("William")	U2	0.50



Set (122 cards) 70.00
Booster Display Box 61.25
Booster Pack 2.80

Card name	Rarity	Price
<input type="checkbox"/> A Merrier World	C3	0.20
<input type="checkbox"/> A New Ringlord	R3	2.50
<input type="checkbox"/> A Panoply of Wings	C3	0.15
<input type="checkbox"/> A Strident Spawn	U3	0.50
<input type="checkbox"/> Alatar	C4	0.15
<input type="checkbox"/> An Untimely Brood	C3	0.20
<input type="checkbox"/> Arcane School	R3	2.00
<input type="checkbox"/> Await the Onset	R2	3.50
<input type="checkbox"/> Bad Company	C3	0.20
<input type="checkbox"/> Beasts of the Wood	C3	0.15
<input type="checkbox"/> Blasting Fire	C4	0.15
<input type="checkbox"/> Blind to All Else	C3	0.20
<input type="checkbox"/> Blind to the West	C4	0.15
<input type="checkbox"/> Bow of Alatar	R2	3.00
<input type="checkbox"/> Cast from the Order	R2	3.50
<input type="checkbox"/> Chambers in the Royal Court	U3	0.50
<input type="checkbox"/> Counterfeit	R3	2.00
<input type="checkbox"/> Crept Along Cleverly	C4	0.15
<input type="checkbox"/> Cruel Claw Perceived	R3	1.00

Middle-earth • The White Hand

Iron Crown Enterprises • Released November 1997

122 cards in set

- **IDENTIFIER:** Faint rune at lower right, looks like upside-down 'Y'
- Booster packs contain 12 cards; booster displays contain 36 boosters

Card name	Rarity	Price
<input type="checkbox"/> Deep Mines	C3	0.15
<input type="checkbox"/> Delver's Harvest	U3	0.50
<input type="checkbox"/> Doeth (Durthak)	R2	3.00
<input type="checkbox"/> Double-dealing	C4	0.15
<input type="checkbox"/> Earth-eater	R3	2.00
<input type="checkbox"/> Echoes of the Song	C4	0.15
<input type="checkbox"/> Euog (Ulzog)	R2	3.00
<input type="checkbox"/> Flotsam and Jetsam	R3	1.80
<input type="checkbox"/> Fool's Bane	U3	0.50
<input type="checkbox"/> Fortress of the Towers	U3	0.50
<input type="checkbox"/> Foul Tooth Unsheathe	C3	0.20
<input type="checkbox"/> Friend of Secret Things	U3	0.50
<input type="checkbox"/> Gandalf	C4	0.15
<input type="checkbox"/> Gandalf's Friend	U3	0.50
<input type="checkbox"/> Gatherer of Loyalties	C3	0.20
<input type="checkbox"/> Girdle of Radagast	R2	4.00
<input type="checkbox"/> Give Welcome to the Unexpected	R2	2.50
<input type="checkbox"/> Glove of Radagast	R2	3.00
<input type="checkbox"/> Gnawed Ways	R3	2.00
<input type="checkbox"/> Goblin-faces	R3	2.00
<input type="checkbox"/> Govern the Storms	R3	2.00
<input type="checkbox"/> Great Patron	C3	0.20
<input type="checkbox"/> Great Ruse	U3	0.50
<input type="checkbox"/> Greater Half-orcs	R3	2.00
<input type="checkbox"/> Grey Embassy	U3	0.50
<input type="checkbox"/> Guarded Haven	U3	0.50
<input type="checkbox"/> Half-orcs	U3	0.50
<input type="checkbox"/> Heart Grown Cold	U3	0.50
<input type="checkbox"/> Hidden Haven	C4	0.15
<input type="checkbox"/> Huntsman's Garb	U3	0.50
<input type="checkbox"/> Ill-favoured Fellow	C3	0.20
<input type="checkbox"/> In the Grip of Ambition	C3	0.20
<input type="checkbox"/> Inner Rot	R3	2.00
<input type="checkbox"/> Ire of the East	C4	0.15
<input type="checkbox"/> Isengard	C3	0.15

Card name	Rarity	Price
<input type="checkbox"/> Join the Hunt	U3	0.50
<input type="checkbox"/> Keys of Orthanc	R2	3.00
<input type="checkbox"/> Keys to the White Towers	R2	3.00
<input type="checkbox"/> Legacy of Smiths	C3	0.20
<input type="checkbox"/> Liquid Fire	R3	2.00
<input type="checkbox"/> Longing for the West	U3	0.50
<input type="checkbox"/> Lugdush	U3	0.50
<input type="checkbox"/> Man of Skill	U3	0.50
<input type="checkbox"/> Many-coloured Robes	U3	0.50
<input type="checkbox"/> Mask Torn	R3	2.00
<input type="checkbox"/> Master of Shapes	U3	0.50
<input type="checkbox"/> Mechanical Bow	C4	0.15
<input type="checkbox"/> Mischief in a Mean Way	R3	2.00
<input type="checkbox"/> Nature's Revenge	R3	2.00
<input type="checkbox"/> Never Refuse	U3	0.50
<input type="checkbox"/> Noble Steed	C4	0.15
<input type="checkbox"/> Open to the Summons	U3	0.50
<input type="checkbox"/> Oromë's Warders	R2	3.00
<input type="checkbox"/> Pallando	C4	0.15
<input type="checkbox"/> Pallando's Apprentice	U3	0.50
<input type="checkbox"/> Pallando's Hood	U3	0.50
<input type="checkbox"/> Piercing All Shadows	U3	0.50
<input type="checkbox"/> Plotting Ruin	C3	0.20
<input type="checkbox"/> Pocketed Robes	U3	0.50
<input type="checkbox"/> Poison of his Voice	U3	0.50
<input type="checkbox"/> Power Relinquished to Artifice	R3	2.00
<input type="checkbox"/> Promptings of Wisdom	U3	0.50
<input type="checkbox"/> Prophet of Doom	R2	3.50
<input type="checkbox"/> Radagast	C4	0.15
<input type="checkbox"/> Radagast's Black Bird	U3	0.50
<input type="checkbox"/> Rhosgobel	C3	0.15
<input type="checkbox"/> Ring of Fire	R2	3.50
<input type="checkbox"/> Rolled down to the Sea	R2	3.50
<input type="checkbox"/> Saruman	C4	0.15

Card name	Rarity	Price
<input type="checkbox"/> Saruman's Machinery	R3	2.00
<input type="checkbox"/> Saruman's Ring	R2	3.50
<input type="checkbox"/> Shameful Deeds	U3	0.50
<input type="checkbox"/> Shifter of Hues	R3	2.00
<input type="checkbox"/> Sly Southerner	C3	0.15
<input type="checkbox"/> Sojourn in Shadows	R3	2.00
<input type="checkbox"/> Something Else at Work	R3	2.00
<input type="checkbox"/> Spells Born of Discord	U3	0.50
<input type="checkbox"/> Squint-eyed Brute	C3	0.15
<input type="checkbox"/> Squire of the Hunt	U3	0.50
<input type="checkbox"/> Stave of Pallando	R2	3.00
<input type="checkbox"/> The Black Council	R3	2.00
<input type="checkbox"/> The Fiery Blade	R3	2.00
<input type="checkbox"/> The Forge-master	U3	0.50
<input type="checkbox"/> The Fortress of Isen	U3	0.50
<input type="checkbox"/> The Great Hunt	R2	4.00
<input type="checkbox"/> The Grey Hat	U3	0.50
<input type="checkbox"/> The White Council	R3	2.00
<input type="checkbox"/> The White Hand	R2	4.00
<input type="checkbox"/> The White Towers	C4	0.15
<input type="checkbox"/> The White Wizard	R2	3.60
<input type="checkbox"/> Thrall of the Voice	C4	0.15
<input type="checkbox"/> Truths of Doom	U3	0.50
<input type="checkbox"/> Uglôk	R2	2.50
<input type="checkbox"/> Vile Fumes	U4	0.25
<input type="checkbox"/> War-forges	U3	0.50
<input type="checkbox"/> White Light Broken	U3	0.50
<input type="checkbox"/> Whole Villages Roused	R3	2.00
<input type="checkbox"/> Wild Horses	R3	2.00
<input type="checkbox"/> Wild Hounds	U3	0.50
<input type="checkbox"/> Will You Not Come Down?	U3	0.50
<input type="checkbox"/> Winged Change-master	R3	2.00
<input type="checkbox"/> Wizard's Myrmidon	C3	0.20
<input type="checkbox"/> Wizard's Trove	R3	2.00



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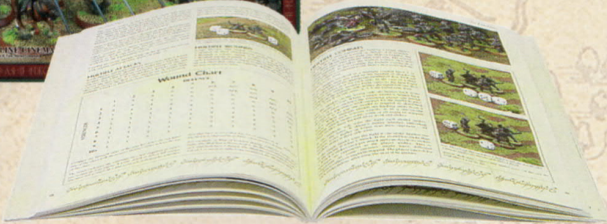
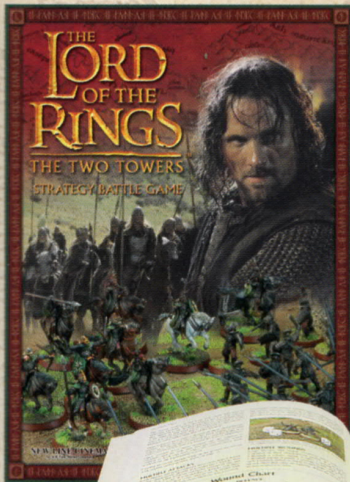
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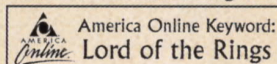
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